Open Source Used In DNAC Platform
Antelope

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node-bindings
============

### Helper module for loading your native module's .node file

This is a helper module for authors of Node.js native addon modules. It is basically the "swiss army knife" of requiring your native module's .node file.

Throughout the course of Node's native addon history, addons have ended up being compiled in a variety of different places, depending on which build tool and which version of node was used. To make matters worse, now the _gyp_ build tool can produce either a _Release_ or _Debug_ build, each being built into different locations.
This module checks _all_ the possible locations that a native addon would be built at, and returns the first one that loads successfully.

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

Install with `npm`

```bash
$ npm install bindings
```

Or add it to the "dependencies" section of your `_package.json_` file.

Example
-------

`require()`ing the proper bindings file for the current node version, platform and architecture is as simple as:

```js
var bindings = require('bindings')('binding.node')

// Use your bindings defined in your C files
bindings.your_c_function()
```

Nice Error Output
-----------------

When the `.node` file could not be loaded, `node-bindings` throws an Error with a nice error message telling you exactly what was tried. You can also check the `err.tries` Array property.

```
Error: Could not load the bindings file. Tried:
/Users/nrajlich/ref/build/binding.node
/Users/nrajlich/ref/build/Debug/binding.node
/Users/nrajlich/ref/build/Release/binding.node
/Users/nrajlich/ref/out/Debug/binding.node
/Users/nrajlich/ref/Debug/binding.node
/Users/nrajlich/ref/out/Release/binding.node
/Users/nrajlich/ref/Release/binding.node
/Users/nrajlich/ref/build/default/binding.node
/Users/nrajlich/ref/compiled/0.8.2/darwin/x64/binding.node
```
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Found in path(s):
* /opt/cola/permits/1112921116_1607362434.89/0/bindings-1-2-1-2-tgz/package/README.md

1.2 babel-plugin-transform-decorators 6.24.1
1.2.1 Available under license :

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1.3 babel-plugin-transform-es2015-modules-commonjs 6.26.2

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1.4 babel-plugin-check-es2015-constants
6.22.0 6.22.0

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1.5 httpcore-nio 4.4.6

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1.6 @babel/helper-split-export-declaration

7.11.0

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1.7 iconv-lite 0.4.24

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1.8 babel-plugin-transform-es2015-template-literals 6.22.0

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1.9 netty 4.1.53.Final

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1.11 es6-promise 3.2.1 3.2.1
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1.12 get-package-type 0.1.0
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1.13 babel-plugin-transform-strict-mode

6.24.1

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1.15 parsejson 0.0.3
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1.17 common-prefix 1.1.0 1.1.0

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1.18 cross-spawn 6.0.5

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1.19 cache-base 1.0.1

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1.20 repeating 2.0.1 2.0.1

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1.21 javax-el 3.0.0

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* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
  jar/io/netty/buffer/search/AhoCorasicSearchProcessorFactory.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
  jar/io/netty/buffer/search/MultiSearchProcessor.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
  jar/io/netty/buffer/search/MultiSearchProcessorFactory.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
  jar/io/netty/buffer/search/KmpSearchProcessorFactory.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-

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* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/search/SearchProcessor.java

* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/ByteBufProcessor.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
jar/io/netty/buffer/ReadOnlyByteBufferBuf.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
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* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-
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* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
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* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1145449558_1616156160.84/0/netty-buffer-4-1-59-final-sources-1-jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
1.24 babel-preset-stage-3 6.24.1

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1.26 cookiejar 2.1.2 2.1.2

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1.27 jetty-continuation 9.4.17.v20190418

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message
The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

-----
Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/ws_local/PERMITS_SQL/1068793931_1594430415.34/0/netty-tcnative-boringssl-static-2-0-26-final-sources-1-jar/io/netty/internal/tnative/CertificateCallbackTask.java
* /opt/ws_local/PERMITS_SQL/1068793931_1594430415.34/0/netty-tcnative-boringssl-static-2-0-26-final-sources-1-jar/io/netty/internal/tnative/CertificateVerifierTask.java

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1.33 prompt-tmp 1.0.0

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1.34 cliui 7.0.4 7.0.4

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1.35 hamcrest-library 1.3

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1.36 spdx-expression-parse 3.0.1

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1.38 optionator 0.8.3 0.8.3
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1.40 @babel/core 7.13.14

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1.41 hive-exec 3.1.2

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1.43 acorn-jsx 3.0.1

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1.44 eslint-module-utils 2.6.0

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1.45 xmlhttprequest-ssl 1.5.3 1.5.3

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1.46 kerby-xdr 1.0.0

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1.47 typedarray 0.0.6

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   */

   // Original can be found at:
   //   https://bitbucket.org/lindenlab/llsd
   // Modifications by Joshua Bell inexorabletash@gmail.com
   //   https://github.com/inexorabletash/polyfill

   // ES3/ES5 implementation of the Khronos Typed Array Specification
   // Ref: http://www.khronos.org/registry/typedarray/specs/latest/
   // Date: 2011-02-01

   // Variations:
   // * Allows typed_array.get/set() as alias for subscripts (typed_array[])
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1.49 uuid 3.4.0 3.4.0

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1.50 camelcase 2.1.1

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1.51 typetools 0.5.0

1.52 babel-plugin-transform-member-expression-literals 7.12.13

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1.53 jnr-netdb 0.4

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* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native-unix-common-4-1-59-final-sources-jar/io/netty/channel/unix/Errors.java
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* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
  jar/netty_unix_buffer.c
* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
  jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
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* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
  jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
  jar/netty_unix_util.h
* /opt/cola/permits/1138680848_1614312229.62/0/netty-transport-native- unix-common-4-1-59-final-sources-
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inbot-utils (https://github.com/Inbot/inbot-utils)

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Eclipse

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

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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

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Apache

The following artifacts are ASL2 licensed.

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

------
MortBay

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jettyschemas
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1.79 jffi 1.2.16

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/*

For hadoop-common-project/hadoop-common/src/main/native/gtest

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nodemanager/src/main/native/container-executor/impl/compat/{fstatat|openat|unlinkat}.h:

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1.104 proxy-addr 2.0.6

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1.105 @babel/plugin-transform-arrow-functions 7.13.0

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1.106 require-uncached 1.0.3

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1.107 require-directory 2.1.1 2.1.1
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1.110 vary 1.0.1 1.0.1
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1.111 jetty-util-ajax 9.4.41.v20210516

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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### Jdom-contrib version 1.1.3

The JTS tests module contains source from JDOM Contrib 1.1.3 which is available under the Jdom License [1]. The two files are LineNumberElement.java and LineNumberSAXHandler.java.

Typical users of this library will not need to depend on this module.


### GeoTools

JTS includes some code from the GeoTools project. This code has been licensed to the JTS project under the OSGeo BSD License [2] by the GeoTools PSC [3,4].


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Note: to better fit into full-text search model this dictionary has all word forms in lower case but keeps lemmas for
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NekoHTML is a simple HTML scanner and tag balancer that enables application programmers to parse HTML documents and access the information using standard XML interfaces. The parser can scan HTML files and "fix up" many common mistakes that human (and computer) authors make in writing HTML documents. NekoHTML adds missing parent elements; automatically closes elements with optional end tags; and can handle mismatched inline element tags.

NekoHTML is written using the Xerces Native Interface (XNI) that is the foundation of the Xerces2 implementation. This enables you to use the NekoHTML parser with existing XNI tools without modification or rewriting code.

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1.129 composite-error 0.1.1 0.1.1

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1.130 hadoop-core 1.2.1

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1.160 babel-plugin-transform-strict-mode

6.24.1 6.24.1

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1.167 okhttp 4.4.0

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1.169 node-signpdf 1.3.2
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1.170 buffer-alloc-unsafe 1.1.0

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1.171 ansi-styles 1.0.0 1.0.0

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1.172 verror 1.10.0 1.10.0
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1.174 kerby-util 1.0.0

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1.176 assertion-error 1.1.0

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# AssertionError ![Build Status](https://travis-ci.org/chaijs/assertion-error.png?branch=master)

> Error constructor for test and validation frameworks that implements standardized AssertionError specification.

## Installation

### Node.js

`assertion-error` is available on [npm](http://npmjs.org).

```
$ npm install assertion-error
```

### Component
`assertion-error` is available as a [component](https://github.com/component/component).

```bash
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```

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org.eclipse.jetty.toolchain:jetty-schemas

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/dataTables.bootstrap.css
hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery.dataTables.min.js
hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/dt-1.10.7/
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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/dust-full-2.0.0.min.js
hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/dust-helpers-1.1.1.min.js
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hadoop-tools/hadoop-sls/src/main/js/thirdparty/bootstrap.min.js
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap.min.css
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
em-helpers v0.5.13
em-table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
ember-cli v1.13.13
ember-cli-app-version v1.0.0
ember-cli-babel v5.1.6
ember-cli-content-security-policy v0.4.0
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ember-cli-htmlbars v1.0.2
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ember-cli-jquery-ui v0.0.20
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ember-cli-shims v0.0.6
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ember-cli-test-loader v0.2.1
ember-cli-uglify v1.2.0
ember-d3 v0.1.0
ember-data v2.1.0
ember-disable-proxy-controllers v1.0.1
ember-export-application-global v1.0.5
ember-load-initializers v0.1.7
ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodings 1.0.8
Joni 2.1.2
Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
SLF4J LOG4J-12 Binding 1.7.25

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./hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/nvd3-1.8.5.* (css and js files)

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- hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/jquery
- Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
- Microsoft JDBC Driver for SQLServer - version 6.2.1.jre7

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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/RequestBuilder.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/Converter.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/Response.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/OkHttpCall.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/DefaultCallAdapterFactory.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/RequestFactory.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/ParameterHandler.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/http/Multipart.java
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1.195 jetty-io 9.4.17.v20190418

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Eclipse

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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Apache

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

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.196 @babel/helper-validator-option 7.12.17

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1.197 object-assign 4.1.0

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1.198 kafka-avro-serializer 6.1.1

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Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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Other developers who have contributed code are:

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<meta name="description" content="Home page of The Apache Software Foundation">
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the Schema Registry version, <SRC_PATH> with the path to the Schema Registry source directory,
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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
<!DOCTYPE HTML PUBLIC "://W3C//DTD HTML 4.01 Transitional//EN" "http://www.w3.org/TR/html4/loose.dtd">

<html lang="en-US">
<head>
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
</style>
</head>

<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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          <!-- Navigation Content -->
        </div>
      </nav>
    </header>
    <div class="container">
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1.204 libedit 3.1-20150325-1ubuntu2

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1.205 jsreport-authorization 2.4.0

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1.206 geo-ip 2.14.0

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public DomainResponse("
public DomainResponse()

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* /opt/cola/permits/1140689171_1614870592.56/0/geoip2-2-14-0-sources-1-jar/com/maxmind/geoip2/model/DomainResponse.java
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* /opt/cola/permits/1140689171_1614870592.56/0/geoip2-2-14-0-sources-1-jar/META-INF/maven/com.maxmind.geoip2/geoip2/pom.xml
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public DomainResponse domain(InetAddress ipAddress) throws IOException,

Found in path(s):
* /opt/cola/permits/1140689171_1614870592.56/0/geoip2-2-14-0-sources-1-jar/com/maxmind/geoip2/DatabaseReader.java

1.207 js-base64 2.6.4 2.6.4

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1.208 jersey-container-servlet-core 2.5.1

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1.237 jul-to-slf4j 1.7.5

1.238 batik-ext 1.13

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  jar/org/apache/batik/w3c/dom/events/CustomEvent.java
* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-
  jar/org/apache/batik/w3c/dom/events/KeyboardEvent.java
* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-
  jar/org/apache/batik/w3c/dom/events/MutationNameEvent.java
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* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-jar/org/apache/batik/w3c/dom/Location.java
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1.239 babel-plugin-transform-es2015-parameters 6.24.1

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1.241 color-convert 2.0.1

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1.243 core-js 1.2.7 1.2.7

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1.250 supports-color 5.5.0

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1.251 which-boxed-primitive 1.0.2

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1.252 commons-lang3 3.9

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1.256 babel-types 6.26.0 6.26.0

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1.258 jakarta-annotation-api 1.3.5

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1.259 jackson 2.10.5

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1.261 utils-merge 1.0.0 1.0.0

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1.262 jdo-api 3.0.1

1.263 jython 2.5.2
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1.265 jetty-io 9.4.34.v20201102

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
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org.ow2.asm:asm-commons
org.ow2.asm:asm

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

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

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

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1.266 is-descriptor 0.1.6

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1.267 drill-jdbc-all 1.18.0

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1.269 component-emitter 1.2.1 1.2.1
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1.270 jedis 3.1.0

1.271 split 0.3.3 0.3.3

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1.272 jetty-webapp 9.4.41.v20210516

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.
1.273 @babel/plugin-transform-template-literals 7.13.0

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1.279 qs 6.7.0

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1.287 core-util-is 1.0.2 1.0.2

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1.289 topo 1.1.0 1.1.0

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1.290 @babel/plugin-syntax-class-properties

7.12.13

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1.291 dicer 0.2.5 0.2.5

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------
Eclipse

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

The following artifacts are EPL and ASL2.
  * org.eclipse.jetty.orbit:javax.security.auth.message
The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

-----

Oracle

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

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

-----

Oracle OpenJDK

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

* java.sun.security.ssl

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

-----

OW2

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

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

-----

Apache

The following artifacts are ASL2 licensed.

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

------
MortBay

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

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

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

------
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

------
Assorted

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

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/*global unescape, module, define, window, global*/

/*
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*/

(function (exportCallback) {
    "use strict";

    Found in path(s):
    * /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/src/pre.txt
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    /*
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    */

    Found in path(s):
    * /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/bin/uritemplate.js
    No license file was found, but licenses were detected in source scan.

    URI Template JS
    ===============

    This is a javascript implementation of [RFC6570](http://tools.ietf.org/html/rfc6570) - URI Template,
    and can expand templates up to and including Level 4 in that specification.

    It exposes a constructor function UriTemplate with the two methods:

    * (static) parse(uriTemplateText) returning an instance of UriTemplate
    * expand(variables) returning an string

    Be aware, that a parsed UriTemplate is frozen, so it is stateless. You can reuse instances of UriTemplates.

    Requirements
    ============

    You can use uritemplate.js in any even not so modern browser (Tested even with IE8 in IE7-Mode), see file demo.html.
    But you can also use it with node:
**npm install uritemplate**

and then in a node application:

```javascript
var
    UriTemplate = require('uritemplate'),
    template;

template = UriTemplate.parse('{?query*}');

template.expand({query: {first: 1, second: 2}});

--> "?first=1&second=2"
```

or within a html document (see also demo.html):

```html
<script type="text/javascript" src="bin/uritemplate.js"></script>

<script type="text/javascript">
    var template = UriTemplate.parse('{?query*}');
    alert(template.expand({query: {first: 1, second: 2}}));
</script>
```

If you want to clone the git project, be aware of the submodule uritemplate-test.
So you have to to:

```
git clone --recursive https://github.com/fxa/uritemplate-js.git
```

Build
-----

```
  npm install
  npm test
```

Tests
-----

The integration tests are taken from https://github.com/uri-templates/uritemplate-test as a submodule. The tests are integrated in the Jakefile.

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Release Notes
--------------

* 0.3.3 fixed https://github.com/fxa/uritemplate-js/issues/12 Pct-Encoding-Error with chars < 0x100 (missing 0-padding). Thanks to https://github.com/pfraze!
* 0.3.2 fixed https://github.com/fxa/uritemplate-js/issues/11 Problems with older IE versions. Thanks to anozaki!
* 0.3.1 fixed https://github.com/fxa/uritemplate-js/issues/10 thank you, Paul-Martin!
* 0.3.0 introduced UriTemplateError as exception, so the interface changed from string to UriTemplateError (as the rfc suggested)
* 0.2.4 fixed double encoding according [RubenVerborgh] and some Prefix modifiers bugs
* 0.2.3 fixed bug with empty objects ('?empty=') with '{empty:{}}' shall expand to '?empty=')
* 0.2.2 fixed pct encoding bug with multibyte utf8 chars
* 0.2.1 fixed a bug in package.json
* 0.2.0 heavy project refactoring, splitting source files, introducing jshint (preparation of next steps)

Next Steps
----------
* Implementing more unit tests (now only a view tests are implemented)
* A new method extract(uri), which tries to extract the variables from a given uri.
  This is harder, than you might think

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/README.md
No license file was found, but licenses were detected in source scan.

/*
RequireJS 0.27.1 Copyright (c) 2010-2011, The Dojo Foundation All Rights Reserved.
Available via the MIT or new BSD license.
see: http://github.com/jrburke/requirejs for details
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/require.js

1.296 nan 1.3.0

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1.298 hbase-protocol 2.4.2
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1.302 debug 4.1.1

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1.304 pkg-dir 4.2.0

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1.306 ansi-styles 3.2.1

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1.307 array-includes 3.1.1

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1.308 lodash.reduce 4.5.0 4.5.0

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/Permission.java

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*/
/**
* Interface for providing encryption materials.
* Implementations are free to use any strategy for providing encryption
* materials, such as simply providing static material that doesn't change,
* or more complicated implementations, such as integrating with existing
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*/

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/PutInstructionFileRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/SSECustomerKey.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/MaterialsDescriptionProvider.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParamsProvider.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/auth/DecodedStreamBuffer.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/KeyWrapException.java
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jar/com/amazonaws/services/s3/TopicConfiguration.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/model/S3Event.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/model/EncryptedInitiateMultipartUploadRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/model/SSECustomerKeyProvider.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/internal/FileDeletionEvent.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
jar/com/amazonaws/services/s3/model/KMSEncryptionMaterialsProvider.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/GetBucketNotificationConfigurationRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/CompleteMultipartUploadRetryCondition.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/BucketReplicationConfiguration.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/transform/NotificationConfigurationStaxUnmarshaller.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/transform/FilterRuleStaxUnmarshaller.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/transfer/TransferCompletionFilter.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/model/transform/GetBucketEncryptionStaxUnmarshaller.java
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jar/com/amazonaws/services/s3/internal/eventstreaming/Header.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/Utils.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/Prelude.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/HeaderValue.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/Message.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/HeaderType.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/eventstreaming/Checksums.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1.jar/com/amazonaws/services/s3/internal/S3RequesterChargedResult.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/Download.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/DownloadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/iterable/S3Versions.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/iterable/S3Objects.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileTransfer.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/S3ObjectInputStream.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/DownloadMonitor.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/DownloadMonitor.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/AbstractTransfer.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/TransferStateChangeListener.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileUploadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileDownloadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileTransferMonitor.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/MultipleFileDownload.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/waiters/HeadObjectFunction.java

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/Progress.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/internal/eventstreaming/MessageDecoder.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectRecordsInputStream.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/Stats.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/CompressionType.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectObjectContentEventException.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/transform/SelectObjectContentEventUnmarshaller.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectObjectContentEventVisitor.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectObjectContentEvent.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectObjectContentRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/RequestProgress.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/JSONType.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectObjectContentResult.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/JSONInput.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/S3ProgressListenerChain.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/S3ProgressListener.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/PauseException.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/PauseStatus.java

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 */
/**
* Gets the optional <code>versionIdMarker</code> parameter indicating where in the
* sorted list of all versions in the specified bucket to begin returning
* results. Results are always ordered first lexicographically (i.e.
* alphabetically) and then from most recent version to least recent
* version.
* <p>
* A key marker must be specified when specifying a <code>versionIdMarker</code>.
* Results begin immediately after the version with the specified key and
* version ID.
* </p>
*<p>
* @return The optional <code>versionIdMarker</code> parameter indicating where in the
* sorted list of all versions in the specified bucket to begin
* returning results.
* @see ListVersionsRequest#setVersionIdMarker(String)
* @see ListVersionsRequest#withVersionIdMarker(String)
*/

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jar/com/amazonaws/services/s3/model/ListVersionsRequest.java
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* /
/**
* Synchronous client for accessing Amazon S3.
* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>
* <h2>Introduction</h2>
* <p>
* This appendix summarizes the current crypto related meta information
* associated with an S3 object encrypted using SDK client-side encryption. In
* SDK’s terminology, these meta information are classified as "user metatdata".
* In general, the meta information is just a map of key/value pairs. Physically
* they are persisted either as metadata of the encrypted S3 object, or as a
* separate S3 object called an "instruction file" (which is just a JSON file in
* plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding,
* such as <code>"AES/CBC/PKCS5Padding"</code>, please refer to Oracle's <a
* href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html"
* >Java<sup>®</sup> Cryptography Architecture Standard Algorithm Name Documentation</a>
* for more details.
*
* <h2>S3 metadata vs instruction file</h2>
* <p>
* Note when a key/value pair is stored as "user metadata" as part of the S3
* metadata, the SDK always adds an additional prefix of <b>x-amz-meta-</b> to
* the key name. In contrast, the SDK doesn't add any prefix when the key names
* are stored in an instruction file. (The reason has to do with how the http
* headers are handled.)
*
* For example, <b>x-amz-key</b> would get stored as <b>x-amz-meta-x-amz-key</b>
* in S3 metadata. In contrast, <b>x-amz-key</b> would simply be stored as is
* (ie without the prefix) in an instruction file.
*
* All the keys described below are considered "user metadata" by the SDK.
*
* <h2>S3 v1 crypto meta information (supported by all SDK's)</h2>
* <p>
* For non-KMS client side encryption, this v1 crypto meta information is used
* to support the "Encryption Only" crypto mode (which involves the use of
* <code>AES/CBC/PKCS5Padding</code> for content encryption, and
* <code>AES/ECB</code> for encrypting the one-time randomly generated data
* key). For KMS client-side encryption, the v2 crypto meta information is used.
* <p>
* <table border="1">
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td width="200"><b>x-amz-key</b></td>
* <td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek
* is randomly generated per S3 object, and is always an AES 256-bit key. The
* corresponding cipher is always "AES/CBC/PKCS5Padding".</td>
* </tr>
* <tr>
* <td><b>x-amz-iv</b></td>
* <td>Randomly generated IV (per S3 object), base64 encoded</td>
* </tr>
* <tr>
* <td><b>x-amz-matdesc </b></td>
Customer provided material description in JSON (UTF8) format. Used to identify the client-side master key (ie used to encrypt/wrap the generated content encrypting key).

Unencrypted content length (optional but should be specified whenever possible).

This v2 crypto meta information is used to support both authenticated encryption (which involves the use of `AES/GCM/NoPadding` for content encryption, and key wrapping for the one-time randomly generated data key), and KMS client-side encryption (which can either be encryption-only or authenticated encryption.)

Client provided material description in JSON format. (Same as v1). Used to identify the client-side master key.

For KMS client side encryption, the KMS Customer Master Key ID is stored as part of the material description, `<b>x-amz-matdesc</b>`, under the key-name `<code>`kms_cmk_id`</code>`.

Unencrypted content length. (optional but should be specified whenever possible).
* possible. Same as v1.)</td>
* </tr>
* <tr>
* <td><b>x-amz-wrap-alg</b></td>
* <td>Key wrapping algorithm used.
* <ul>
* <li>Supported values:
* <code>"AESWrap", "RSA/ECB/OAEPWithSHA-256AndMGF1Padding", "kms"</code></li>
* <li>No standard key wrapping is used if this meta information is absent</li>
* <li>Always set to <b>"kms"</b> if KMS is used for client-side encryption</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-cek-alg</b></td>
* <td>Content encryption algorithm used.
* <ul>
* <li>Supported values:
* <code>"AES/GCM/NoPadding", "AES/CBC/PKCS5Padding"</code></li>
* <li>Default to <code>"AES/CBC/PKCS5Padding"</code> if this key is absent</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-tag-len</b></td>
* <td>Tag length (in bits) when AEAD is in use.
* <ul>
* <li>Only applicable if AEAD is in use. This meta information is absent
* otherwise, or if KMS is in use</li>
* <li>Supported value: <code>"128"</code></li>
* </ul>
* </td>
* </tr>
* </table>

<p>
<h3>KMS Integration for client-side encryption</h3>
* <ol>
* <li>All client-side KMS protected S3 objects are stored in v2 crypto meta information
* format. However, the key wrapping algorithm, <b>x-amz-wrap-alg</b> is always
* set to <b>"kms"</b>.</li>
* <li>The KMS Customer Master Key ID is currently stored as part of the
* material description, <b>x-amz-matdesc</b>, under the key-name
* <b>"kms_cmk_id"</b>.</li>
* </ol>
<p>
<h4>Sample S3 crypto meta information for KMS client-side encryption</h4>
<p>
<h5>CryptoMode: Encryption Only</h5>
* <pre>
* x-amz-meta-x-amz-key-v2:
* CiAJ2GqwpJRnt4izuwoaIC2YdNRNSMElG5rw3pEI+J8hKnAQBEBAwB4DhqKSUSZ7elS7o8KGPtmtHTUTUj
BLJRua8N6RCPiAAAABB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwAyJKoZhlvcNAQeBMB4GCWC-GSAFl
AwQBLjARBAyD0rzN3KHViWixDVCARCAOwhZ6xA8rob3Z0mNx3uKFicHKVvIC/PKIcALvG1oVLnf86m
cZJNPtxMkKkdVuj3Z1zGjZTuF5sOh
* x-amz-iv: xOHb+M6yOuogwG5SHJM3Q==
* x-amz-unencrypted-content-length: 32768
* x-amz-cek-alg: AES/CBC/PKCS5Padding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26"}
* </pre>
* 
* <h5>CryptoMode: Authenticated Encryption</h5>

* <pre>
* x-amz-key-v2:
CiAJ2GqwpJRnt4izuwoaIC2YdNRNSMElG5rw3pEI+J8hKnAQBEBAwB4DhqKSUSZ7elS7o8KGPtmtHTUTUj
BLJRua8N6RCPiAAAABB+MHwGCSqGSIb3DQEHBqBvMG0CAQAwAyJKoZhlvcNAQeBMB4GCWC-GSAFl
AwQBLjARBAyFyW4hQmwcPK1ECARCAO1VzomKxA9DhYsNMm/BEbbjle2vLA7IY7fOkUoSqrvgXxp
NID9Qal7928m1Djsd0bPjHefjmsydC
* x-amz-iv: VZBksyij6DhrUMye
* x-amz-unencrypted-content-length: 32768
* x-amz-cek-alg: AES/GCM/NoPadding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742ec6a26"}
* x-amz-tag-len: 128
* </pre>
* 
* <h2>S3 metadata of an instruction file</h2>
* 
* The following key is always included as part of the S3 metadata of the
* instruction file (which is just an S3 object). Since the SDK treats this key
* as "user metadata", the key name is always prefixed with <b>x-amz-meta-</b>
* when physically stored.
* 
* <p>
* <table border=1>
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td width="200"><b>x-amz-crypto-instr-file</b></td>
* <td>the presence of this key is used to indicate this S3 object is an
* instruction file (of an associated client-side encrypted S3 object).</td>
* </tr>
* </table>
1.316 debug 3.2.7

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1.317 static-extend 0.1.2

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1.318 jline-terminal-jansi 3.12.1

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 * /opt/ws_local/PERMITS_SQL/1057261525_1592255684.35/0/jline-terminal-jansi-3-12-1-sources-
 * jar/org/jline/terminal/impl/jansi/win/WindowsAnsiWriter.java

1.319 swagger-methods 1.0.8 1.0.8

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1.321 signal-exit 3.0.3

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* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io.netty.handler.codec/MessageToMessageCodec.java
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* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/ProtocolDetectionState.java
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/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
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/**
* A decoder that splits the received{@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
that it can decode any message with a length field, which is often seen in
proprietary client-server protocols. Here are some examples that will give
you the basic idea on which option does what.

- The value of the length field in this example is 12 (0x0C) which
  represents the length of "HELLO, WORLD". By default, the decoder assumes
  that the length field represents the number of the bytes that follows the
  length field. Therefore, it can be decoded with the simplistic parameter
  combination.

```java
lengthFieldOffset   = 0
lengthFieldLength   = 2
lengthAdjustment    = 0
initialBytesToStrip = 0 (= do not strip header)
```

- Because we can get the length of the content by calling
  `ByteBuf#readableBytes()`, you might want to strip the length
  field by specifying `initialBytesToStrip`. In this example, we
  specified `2`, that is same with the length of the length field, to
  strip the first two bytes.

```java
lengthFieldOffset   = 0
lengthFieldLength   = 2
lengthAdjustment    = 0
initialBytesToStrip = 2 (= the length of the Length field)
```

- In most cases, the length field represents the length of the message body.
* only, as shown in the previous examples. However, in some protocols, the * length field represents the length of the whole message, including the * message header. In such a case, we specify a non-zero * <tt>lengthAdjustment</tt>. Because the length value in this example message * is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt> * as <tt>lengthAdjustment</tt> for compensation.

* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra * header value is prepended to the message. <tt>lengthAdjustment</tt> is zero * again because the decoder always takes the length of the prepended data into * account during frame length calculation.

* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra * header between the length field and the message body. You have to specify a * positive <tt>lengthAdjustment</tt> so that the decoder counts the extra * header into the frame length calculation.

* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
* 
* BEFORE DECODE (17 bytes)          AFTER DECODE (17 bytes)
* +-----------------+-----------------+      +-----------------+-----------------+
* | Length | Header 1 | Actual Content |----->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" |      | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +-----------------+-----------------+      +-----------------+-----------------+
* </pre>
* 
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,</h3>
* strip the first header field and the length field</h3>
* 
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* 
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes)          AFTER DECODE (13 bytes)
* +--------+-----------------+      +-----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +--------+-----------------+      +-----------------+
* </pre>
* 
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,</h3>
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
* 
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>. We
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* 
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
*
* BEFORE DECODE (16 bytes)  AFTER DECODE (13 bytes)
* +---------------+-----------+---------------+-----------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +---------------+-----------+---------------+-----------+
* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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*<p>
* The encoding and decoding algorithm in this class has been derived from
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*/

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jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
jar/io/netty/handler/codec/compression/JdkZlibDecoder.java

1.325 batik-transcoder 1.13
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jar/org/apache/batik/transcoder/svg2svg/OutputManager.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/keys/FloatKey.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/WMFHeaderProperties.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/TranscoderException.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/image/ImageTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/keys/IntegerKey.java
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jar/org/apache/batik/transcoder/AbstractTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/svg2svg/PrettyPrinter.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/svg2svg/OutputManager.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/keys/FloatKey.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/WMFHeaderProperties.java
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jar/org/apache/batik/transcoder/TranscoderException.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/print/PrintTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/WMFConstants.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/keys/IntegerKey.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/image/ImageTranscoder.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/svg2svg/PrettyPrinter.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-
jar/org/apache/batik/transcoder/AbstractTranscoder.java
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* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/wmf/tosvg/WMFPainter.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/TranscodingHints.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/keys/DOMImplementationKey.java
* /opt/cola/permits/1146878592_1616810445.17/0/batik-transcoder-1-13-sources-jar/org/apache/batik/transcoder/TranscoderInput.java

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1.326 h2 1.4.197

1.327 babel-plugin-polyfill-corejs2 0.1.10

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1.328 to-readable-stream 1.0.0

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1.329 async 2.1.2

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* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/Var.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/ForOverride.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/Immutable.java
1.344 nssocket 0.6.0

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1.345 mongodb-driver-sync 4.2.3

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* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/ChangeStreamIterableImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/KeyManagementService.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MongoCursor.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/ListIndexesIterableImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MongoClientFactory.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/OperationExecutor.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/gridfs/GridFSUploadStreamImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MongoDatabase.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MappingIterable.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MapReduceIterableImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MongoCollection.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/ListDatabasesIterable.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MapReduceIterable.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/KeyManagementService.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/MongoClients.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MongoChangeStreamCursorImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MongoClientDelegate.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MongoBatchCursorAdapter.java
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* /opt/ cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/ListDatabasesIterableImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/KeyRetriever.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/ClientSession.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MongoClientImpl.java
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* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/MongoDatabaseImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/client/MongoIterable.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/vault/ClientEncryptions.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/package-info.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/ListDatabasesIterableImpl.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/KeyRetriever.java
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1.346 aggregate-error 3.1.0

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1.347 asap 2.0.6

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1.348 stax 3.1.4

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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/Stax2WriterImpl.java
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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/typed/Base64DecoderBase.java
jar/org/codehaus/stax2/typed/CharArrayBase64Decoder.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
jar/org/codehaus/stax2/typed/StringBase64Decoder.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
jar/org/codehaus/stax2/util/StreamWriterDelegate.java
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1.349 media-typer 0.3.0

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1.350 range-parser 1.2.1

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*
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For hadoop-common-project/hadoop-common/src/main/native/gtest
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1.353 tough-cookie 2.5.0

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6.24.1 6.24.1

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

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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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

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

---

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

---

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.378 debug 3.2.7 3.2.7
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1.379 swagger 1.5.0

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Manifest-Version: 1.0
Bnd-LastModified: 1433634398680
Build-Jdk: 1.7.0_72
Built-By: tony
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
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Bundle-ManifestVersion: 2
Bundle-Name: swagger-models
Bundle-SymbolicName: io.swagger.models
Bundle-Version: 1.5.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.swagger.models.parameters;uses:="com.fasterxml.jackson.annotation,io.swagger.models,io.swagger.models.properties";version="1.5.0",io.swagger.models.properties;uses:="com.fasterxml.jackson.annotation,io.swagger.models.parameters,io.swagger.models.properties,javax.xml.bind.annotation";version="1.5.0"
implementation-version: 1.5.0
Import-Package: com.fasterxml.jackson.annotation;version="[2.4,3)
javax.xml.bind.annotation,org.slf4j;version="[1.6,2)
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.3.0.201405100607
url: https://github.com/swagger-api/swagger-core/modules/swagger-models

Found in path(s):
* /opt/cola/permits/1001159702_1607016290.96/0/swagger-models-1-5-0-jar/META-INF/MANIFEST.MF

1.380 xregexp 4.0.0

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1.381 schema-utils 0.4.7 0.4.7

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1.385 @babel/plugin-transform-function-name 7.12.13
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1.386 hawtjni-runtime 1.17

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1.387 commons-lang3 3.11

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1.388 event-stream 3.3.4 3.3.4

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1.389 yargs-parser 18.1.3 18.1.3

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1.390 assert-plus 1.0.0 1.0.0

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1.391 color-convert 1.9.2

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1.392 depd 1.1.1 1.1.1

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1.393 binary-extensions 1.13.1

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1.394 repeat-string 1.6.1

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Twelvemonkeys (https://github.com/haraldk/TwelveMonkeys/)

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jar/android/annotation/TargetApi.java

1.404 map-age-cleaner 0.1.3
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org.eclipse.jetty.toolchain:jetty-schemas

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hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/bootstrap.min.js
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap.min.css
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
em-helpers v0.5.13
em-table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
ember-cli v1.13.13
ember-cli-app-version v1.0.0
ember-cli-babel v5.1.6
ember-cli-content-security-policy v0.4.0
ember-cli-dependency-checker v1.2.0
ember-cli-htmlbars v1.0.2
ember-cli-htmlbars-inline-precompile v0.3.1
ember-cli-ic-ajax v0.2.1
ember-cli-inject-live-reload v1.4.0
ember-cli-jquery-ui v0.0.20
ember-cli-qunit v1.2.1
ember-cli-release v0.2.8
ember-cli-shims v0.0.6
ember-cli-sri v1.2.1
ember-cli-test-loader v0.2.1
ember-cli-uglify v1.2.0
ember-d3 v0.1.0
ember-data v2.1.0
ember-disable-proxy-controllers v1.0.1
ember-export-application-global v1.0.5
ember-load-initializers v0.1.7
ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodings 1.0.8
Joni 2.1.2
Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
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./hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/nvd3-1.8.5.* (css and js files)

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- hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/jquery.js
- hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/jquery

Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
Microsoft JDBC Driver for SQLServer - version 6.2.1.jre7

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1.431 snapdragon-node 2.1.1

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1.432 jsreport-templates 2.4.0

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1.433 kerb-core 1.0.0

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1.434 hk2-utils 2.6.1

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### 1.435 glib-networking 2.48.2 1~ubuntu16.04.1

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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When a "work that uses the Library" uses material from a header file
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1.442 @babel/plugin-proposal-unicode-property-regex 7.12.13

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1.443 jackson-xc 2.10.4

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.444 ansicolors 0.2.1

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1.446 decode-uri-component 0.2.0

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1.447 de.huxhorn.sulky.formatting 0.9.17

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1.449 object.getownpropertydescriptors 2.1.2

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1.451 engine.io-parser 2.2.1

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1.452 parquet-column 1.8.1

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1.454 prop-types 15.6.2 15.6.2

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1.460 source-map 0.6.1 0.6.1

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 */

package io.swagger.annotations;

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

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
 * @since 1.5.0
 */```
@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
 * The name of the license.
 *
 * @return the name of the license
 */
String name();

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

1.462 is-utf8 0.2.1

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1.464 has-ansi 2.0.0

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1.467 **mime-db 1.44.0**

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1.468 **drill-storage-cassandra 1.19.0**

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1.469 jffi 1.2.15

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1.503 commons-beanutils-core 1.8.0

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1.504 @babel/plugin-syntax-optional-catch-binding 7.8.3

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1.505 hsqldb-jdbc 1.8.0.10

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1.506 globals 11.12.0

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1.507 extend-shallow 3.0.2

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1.508 lodash 4.17.19

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1.509 mime-db 1.35.0 1.35.0

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1.510 chrome-page-eval 1.3.0

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1.511 jasper-compiler 5.5.12

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/*
* $HeadURL: https://svn.apache.org/repos/asf/jakarta/commons/proper/httpclient/branches/HTTPCLIENT_3_0_BRANCH/src/contrib/org/apache/commons/httpclient/contrib/proxy/PluginProxyUtil.java $ *
* $Revision: 1.5 $ *
* $Date: 2007/01/18 11:11:27 $ *
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* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/servlets/gatekeeper/impl/DefaultTransactionIdProvider.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/gui/ObjectsAttributesDialog.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/gui/CopyObjectsDialog.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/samples/UrlSigningExample.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t/apps/cockpit/gui/ObjectTableModel.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/service/io/RepeatableFileInputStream.java
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* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2.jar/src/org/jets3t/apps/cockpit/gui/BucketTableModel.java
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 * https://svn.apache.org/repos/asf/jakarta/commons/proper/httpclient/branches/HTTPCLIENT_3_0_BRANCH/src/contrib/org/apache/commons/httpclient/contrib/proxy/ProxyDetectionException.java $
 * $Revision: 1.1 $
 * $Date: 2006/11/10 10:36:45 $
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.553 punycode 2.1.1 2.1.1

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* /opt/cola/permits/1174497368_1623906381.73/0/nielsbasjes-prefixmap-v2-0-0-g500ebea-tar-gz/nielsbasjes-prefixmap-e34e4cb/docker/centos7/prompt.sh
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This is intended as an overview of the major changes

v2.0
===
- The PrefixMap now implements the Map interface which increases the number of use cases.
- Support for the default Java Serialization and Kryo 4 and Kryo 5

v1.2
===
- Converted this into a Java 9+ module that can still be used as a Java 8 jar dependency.

v1.1
===
- Support for serialization using Kryo

v1.0
---
- Initial release

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#
root = true

[*] charset = utf-8
eol = lf
insert_final_newline = true
trim_trailing_whitespace = true
indent_style = space
[*].java
indent_size = 4

[*].yaml
indent_size = 2

[*].xml
indent_size = 2

# Tab indentation (no size specified)
[Makefile]
indent_style = tab

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* /opt/cola/permits/1174497368_1623906381.73/0/nielsbasjes-prefixmap-v2-0-0-g500eba-tar-gz/nielsbasjes-prefixmap-e34e4cb/start-docker.sh
* /opt/cola/permits/1174497368_1623906381.73/0/nielsbasjes-prefixmap-v2-0-0-g500eba-tar-gz/nielsbasjes-prefixmap-e34e4cb/docker/centos7/Dockerfile
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PrefixMap: A Map type datastructure that uses prefixes instead of keys

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

[![Travis Build status](https://api.travis-ci.org/nielsbasjes/prefixmap.png?branch=master)](https://travis-ci.org/nielsbasjes/prefixmap)


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This is a java library that implements a datastructure I consider to be missing in the java landscape.

The datastructure and its usages
================================

In several situations I have a set of values that are each associated with a different prefix of a String.

The example where I found the biggest need for this was when analyzing the device tags of mobile devices.

- A "GT-I8190N" is a "Samsung" device because it starts with "GT-".
- A "RM-1092" is a "Nokia" device because it starts with "RM-".

So I needed a lookup structure that maps these prefixes to the desired brands.

"GT-" : "Samsung"
"RM-" : "Nokia"

With this code you can now do this type of lookup in a very fast way:

```java
// Parameter caseSensitive=false --> so lookups are caseInsensitive
PrefixMap<String> brandLookup = new StringPrefixMap<>(false);

brandLookup.put("GT-", "Samsung");
brandLookup.put("RM-", "Nokia");

String brandGT = brandLookup.getLongestMatch("GT-I8190N"); // --> "Samsung"
String brandRM = brandLookup.getLongestMatch("RM-1092"); // --> "Nokia"
```

All you need is to add this dependency to your project

```xml
<dependency>
  <groupId>nl.basjes.collections</groupId>
  <artifactId>prefixmap</artifactId>
  <version>2.0</version>
</dependency>
```

Version 2.0 If you are using Kryo 5.x you can use this to register all classes:

```java
StringPrefixMap.configureKryo(kryo);
```

Blog post
==========

A bit more background about this datastructure and how it works can be found in this blog which I wrote about it:
[https://techlab.bol.com/finding-the-longest-matching-string-prefix-fast/]
longest-matching-string-prefix-fast/ ([Local copy](Article.md))

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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ProtocolCommandEvent.java
*/
jar/org/apache/commons/net/io/FromNetASCIIInputStream.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/io/ToNetASCIIOutputStream.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/nntp/NewsgroupInfo.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/SocketFactory.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/ftp/parser/NTFTPEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/ftp/FTPConnectionClosedException.java
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jar/org/apache/commons/net/io/ToNetASCIIInputStream.java
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jar/org/apache/commons/net/util/ListenerList.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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jar/org/apache/commons/net/UDPClient.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
jar/org/apache/commons/net/nntp/ArticlePointer.java

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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetNotificationHandler.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/SuppressGAOptionHandler.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetClient.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1.jar/org/apache/commons/net/ftp/parser/MVSFTPEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1.jar/org/apache/commons/net/ftp/FTPClientConfig.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1.jar/org/apache/commons/net/ftp/Configurable.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1.jar/org/apache/commons/net/ftp/parser/ConfigurableFTPFileEntryParserImpl.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1.jar/org/apache/commons/net/ftp/parser/FTPTimestampParser.java

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 */

/**
 * List all new newsgroups added to the NNTP server since a particular
 * date subject to the conditions of the specified query. If no new
 * newsgroups were added, a zero length array will be returned. If the
 * command fails, null will be returned.
 * <p>
 * @param query  The query restricting how to search for new newsgroups.
 * @return An array of NewsgroupInfo instances containing the information
 * for each new newsgroup added to the NNTP server. If no newsgroups
 * were added, a zero length array will be returned. If the command
 * fails, null will be returned.
 * @exception NNTPConnectionClosedException
 *   If the NNTP server prematurely closes the connection as a result
 *   of the client being idle or some other reason causing the server
 *   to send NNTP reply code 400. This exception may be caught either
 */
* as an IOException or independently as itself.
* @exception IOException If an I/O error occurs while either sending a
*    command to the server or receiving a reply from the server.
* ***/

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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
  jar/org/apache/commons/net/ftp/parser/ParserInitializationException.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-
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- all — Execute SQL against all active connections

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- appconfig - Sets application configuration class name

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- autocommit — Enable or disable automatic transaction commit mode

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JDBC Driver Support

Introduction

SQLLine is a pure-Java console based utility for connecting to relational databases and executing SQL commands. It is similar to other command-line database access utilities like sqlplus for Oracle, mysql for MySQL, and isql for Sybase/SQL Server. Since it is pure-Java, it is platform independent, and will run on any platform that can run Java 1.3 or higher.

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Obtaining SQLLine

SQLLine is hosted on SourceForge, and is located at https://sqlline.sf.net. The latest release can be downloaded from https://sqlline.sf.net/download.html.

Installation

Required software
Installing SQLLine
Required software

SQLLine depends on the following software:

Java™ Virtual Machine - SQLLine is a pure java program, and requires Java version 1.3 or higher in order to run. The latest JVM can be downloaded from https://java.sun.com.

JLine - SQLLine uses the JLine console reader for command line editing, tab-completion, and command history. It can be downloaded from https://jline.sf.net. Version 0.8.1 or higher is required.

JDBC™ Driver(s) - Since SQLLine uses the Java Database Connectivity package to connect to your database, you need to obtain the correct JDBC driver libraries for your database. Any JDBC compliant driver can be used for this purpose. Drivers can be located by referring to the section on known JDBC drivers, or else by referring to your database vendor's web site.

Installing SQLLine

There are currently no set standards for installing Java software on different platforms. The simplest method for
installing SQLLine in a platform independant way is as follows:

Create a new directory/folder where you like. This will be referred to as sqllinedir.

Download sqlline.jar into sqllinedir.

Download the latest jline.jar from https://jline.sf.net into sqllinedir.

Download your database's JDBC driver files into sqllinedir. Note that some JDBC drivers require some installation, such as uncompressing or unzipping.

Using SQLLine

Running SQLLine

Connecting to a database

Issuing SQL commands

Command Completion

Running SQLLine

SQLLine can be run with the following command:

```
java {-Djava.ext.dirs=sqllinedir} {sqllinedir/sqlline.jar} [options...] [properties files...]
```

For example, if your sqllinedir is /usr/share/java/ (this is typical for Debian Linux), then you might run:

```
java -Djava.ext.dirs=/usr/share/java/ /usr/share/java/sqlline.jar
```

Once you have started SQLLine, you will a prompt that reads "sqlline> ". From here, you can enter either SQLLine commands (beginning with a "!" character), or a SQL statement (if you are currently connected to a database). For example, entering "!help" will display a list of all the available commands.

Connecting to a database

SQLLine is only useful once you are connected to a database. In order to do so, you need to use the "!connect" command, with the JDBC URL of the database you are going to connect to, followed by the username and password (followed optionally by the driver class name). The JDBC URL is specific to the JDBC driver that you are using for your database, but will always start with "jdbc:”; and usually has the machine name of the database and the name of the database itself as part of the string. Quotes (both single and double) could be used in case of url, username, password contain spaces. Consult your driver's documentation for details on the URL to use.

For example, to connect to an Oracle database, you might enter:

```
sqlline> !connect jdbc:oracle:thin:@localhost:1521:mydb scott tiger oracle.jdbc.driver.OracleDriver
```

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

Once you are connected, the prompt will change the reflect URL of the current connection.

SQLLine can also accept command line options to connect to a database. If a file is specified on the command line, it will be treated as a properties file, and try to connect to the database specified therein. For details, see the properties command documentation.

SQLLine allows you to have multiple connections to databases (either the same database, or a different database) open at the same time. Issuing the connect command multiple times will add the new connection to the list of open connections. The “current” connection (against which all SQL statements will be executed) can be switched with the go command. The currently open connections can be listed with the list command.

Issuing SQL commands

Once you are connected to a database, you can begin SQL statements against the current connection. For example:

Example 1. Issuing SQL commands

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM MYTABLE;

+-----+
| ID  |
+-----+
| 1   |
| 2   |
| 3   |
| 4   |
+-----+
4 rows selected (0.012 seconds)
0: jdbc:oracle:thin:@localhost:1521:mydb>

Command Completion

On UNIX systems, SQLLine allows command-line completion using the tab key. This will be familiar for users of such popular shells as bash and tcsh. In general, hitting the TAB key when part of the way through typing a command will fill in the rest of the command, or else will display a selection of appropriate possibilities.

Command Reference

all
all — Execute SQL against all active connections
appconfig
appconfig - Sets application configuration class name
autocommit
autocommit — Enable or disable automatic transaction commit mode
batch
batch — Start or execute a batch of SQL statements
brief
brief — Enable terse output mode
close
close — Close the active connection
columns
columns — Display columns of a table
commandhandler
commandhandler — Adds command handlers with commands
commit
commit — Commit the current transaction
connect
connect — Connect to a database
dbinfo
dbinfo — Provide information about the current database
describe
describe — Describe a table
dropall
dropall — Drop all tables in the database or in the schema
exportedkeys
exportedkeys — List exported foreign keys for a database
go
go — Change to a different active connection
help
help — Display help information
history
history — Display the command history
  -d Print timestamps for each event (default for !history)
  -f Print full time date stamps in the US format
  -E Print full time date stamps in the European format
  -i Print full time date stamps in ISO8601 format
  -n Suppresses command numbers
  -r Reverses the order of the commands
importedkeys
importedkeys — List imported foreign keys for a database
indexes
indexes — Display indexes for a table
isolation
isolation — Set the transaction isolation mode for the active connection
list
list — Display all active connections
metadata
metadata — Invoke arbitrary metadata commands
outputformat
outputformat — Change the method for displaying SQL results
primarykeys
primarykeys — Display the primary key columns for a table
procedures
procedures — List stored procedures
prompthandler
prompthandler - Set custom prompt handler class name
properties
properties — Connect to the database defined in the specified properties file.
quit
quit — Exit SQLLine
reconnect
reconnect — Reconnect to the current database
record
record — Begin recording all output from SQL commands
rehash
rehash — Obtain a list of all tables and columns from the database
rollback
rollback — Roll back the current transaction
run
run — Execute a command script
save
save — Save the current preferences
schemas
schemas — List all the schemas in the database
scan
scan — Scan class path for JDBC drivers
script
script — Save executed commands to a file
set
set — Set a preference
sql
sql — Execute a SQL against a database
tables
tables — List all the tables in the database
verbose
verbose — Enable verbose output
all

Name

all — Execute SQL against all active connections

Synopsis

!all {SQL statement}
Execute the specified SQL against all the current connections.

Example of "all" command

1: jdbc:mysql://localhost/mydb> !list

2 active connections:
#0 open jdbc:oracle:thin:@localhost:1521:mydb
#1 open jdbc:mysql://localhost/mydb

1: jdbc:mysql://localhost/mydb> !all DELETE FROM COMPANY;

Executing SQL against: jdbc:oracle:thin:@localhost:1521:mydb
4 rows affected (0.004 seconds)

Executing SQL against: jdbc:mysql://localhost/mydb
1 row affected (3.187 seconds)

1: jdbc:mysql://localhost/mydb> 

autocommit

Name

autocommit — Enable or disable automatic transaction commit mode

Synopsis

!autocommit [on/off]

Description

Set autocommit mode on or off. When autocommit is on, every individual SQL statement will be committed after it is issued. Otherwise, the commit command will need to be issued in order to commit any changes to the database.

Example of "autocommit" command

1: jdbc:mysql://localhost/mydb> !autocommit off

Autocommit status: false

1: jdbc:mysql://localhost/mydb>

batch

Name

batch — Start or execute a batch of SQL statements
Synopsis

!batch

Description

Start or execute a batch of SQL statements. The first time the statement is issued, subsequent SQL statements will be deferred until the batch command is issued again. Databases can frequently optimize multiple batched statements (e.g., for bulk data loading) in order to speed up execution.

Example of "batch" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !batch

Batching SQL statements. Run "batch" again to execute the batch.

0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (1);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (2);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (3);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (4);
0: jdbc:oracle:thin:@localhost:1521:mydb> !batch

Running batched SQL statements...
COUNT STATEMENT
1 INSERT INTO MYTABLE (ID) VALUES (1)
1 INSERT INTO MYTABLE (ID) VALUES (2)
1 INSERT INTO MYTABLE (ID) VALUES (3)
1 INSERT INTO MYTABLE (ID) VALUES (4)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM MYTABLE;

+-----+
| ID  |
+-----+
| 1   |
| 2   |
| 3   |
| 4   |
+-----+
4 rows selected (0.012 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb>

brief

Name

brief — Enable terse output mode
Synopsis

!brief

Description

Set verbose mode off. This will prevent printing of stack traces when errors occur.

Example of "brief" command

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000, code=942)
java.sql.SQLException: ORA-00942: table or view does not exist

   at oracle.jdbc.dbaccess.DBErrort.addHandler(DBErrort.java:180)
   at oracle.jdbc.ttc7.TTLlerr.handleError(TTLlerr.java:208)
   at oracle.jdbc.ttc7.Oall7.receive(Oall7.java:543)
   at oracle.jdbc.ttc7.TTC7Protocol.doOall7(TTC7Protocol.java:1451)
   at oracle.jdbc.ttc7.TTC7Protocol.parseExecuteDescribe(TTC7Protocol.java:651)
   at oracle.jdbc.driver.OracleStatement.doExecuteQuery(OracleStatement.java:2110)
   at oracle.jdbc.driver.OracleStatement.doExecuteWithTimeout(OracleStatement.java:2324)
   at oracle.jdbc.driver.OracleStatement.execute(OracleStatement.java:909)
   at sqlline.SqlLine$Commands.sql(SqlLine.java:3183)
   at sqlline.SqlLine.dispatch(SqlLine.java:771)
   at sqlline.SqlLine.begin(SqlLine.java:634)
   at sqlline.SqlLine.main(SqlLine.java:332)

0: jdbc:oracle:thin:@localhost:1521:mydb> !brief

verbose: off

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000, code=942)

0: jdbc:oracle:thin:@localhost:1521:mydb>

close

Name

close — Close the active connection

Synopsis

!close
Description

Close the current connection and remove it from the connection list.

Example of "close" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !list

1 active connection:
#0 open jdbc:oracle:thin:@localhost:1521:mydb

0: jdbc:oracle:thin:@localhost:1521:mydb> !close

Closing: oracle.jdbc.driver.OracleConnection

sqlline> !list

No active connections

sqlline>

columns

Name

columns — Display columns of a table

Synopsis

!columns {table name}

Description

List the columns in the specified table.

Example of "columns" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !columns EMPLOYEE

+---------------------------+-------------------------+-----------------+------------------+
<table>
<thead>
<tr>
<th>TABLE_NAME</th>
<th>COLUMN_NAME</th>
<th>DATA_TYPE</th>
<th>TYPE_NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMPLOYEE</td>
<td>ID</td>
<td>3</td>
<td>NUMBER</td>
</tr>
<tr>
<td>EMPLOYEE</td>
<td>FIRST_NAME</td>
<td>12</td>
<td>VARCHAR2</td>
</tr>
<tr>
<td>EMPLOYEE</td>
<td>LAST_NAME</td>
<td>12</td>
<td>VARCHAR2</td>
</tr>
<tr>
<td>---------------</td>
<td>----------------------</td>
<td>-----------</td>
<td>-----------</td>
</tr>
</tbody>
</table>
commandhandler

Name

commandhandler — Adds command handlers with commands

Synopsis

!'commandhandler {command handler} {command handler}*

Description

Adds command handlers with commands.
Command handler class must have a constructor accepting Sqlline and implement sqlline.CommandHandler

Example of "commandhandler" command

sqlline> 'hello
Unknown command: hello
sqlline> '!commandhandler sqlline.extensions.HelloWorldCommandHandler
sqlline> 'hello
HELLO WORLD

commit

Name

commit — Commit the current transaction

Synopsis

!'commit

Description

Commit the current transaction, if autocommit is off.

Example of "commit" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !autocommit off

Autocommit status: false

0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO EMPLOYEE (ID, FIRST_NAME, LAST_NAME)
VALUES (1, 'Bob', 'Smith');
1 row affected (1.254 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> !commit

Commit complete (0.661 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM EMPLOYEE;

+--------------+-------------+------------+
| ID           | FIRST_NAME  | LAST_NAME  |
+--------------+-------------+------------+
| 1            | Bob         | Smith      |
+--------------+-------------+------------+
1 row selected (0.309 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> connect

Name

connect — Connect to a database

Synopsis

!connect [-p property value] [url] [username password] [driver class]

Description

Connect to a database. Quotes could be used in case of having spaces

Example of "connect" command

sqline> !connect jdbc:oracle:thin:@localhost:1521:mydb scott tiger oracle.jdbc.driver.OracleDriver

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

dbinfo

Name
dbinfo — Provide information about the current database

Synopsis

!dbinfo

Description

List metadata information about the current connection.

Example of "dbinfo" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !dbinfo

allProceduresAreCallable    false
allTablesAreSelectable      false
dataDefinitionCausesTransactionCommit    true
dataDefinitionIgnoredInTransactions false
doesMaxRowSizeIncludeBlobs   true
catalogSeparator
catalogTerm
databaseProductName        Oracle
databaseProductVersion       Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production
defaultTransactionIsolation 2
driverMajorVersion          9
driverMinorVersion          0
driverName                  Oracle JDBC driver
driverVersion               9.0.1.0.0
definitionCharacters       $#
definitionQuoteString      "
definitionBinaryLiteralLength 1000
definitionCatalogNameLength 0
definitionCharLiteralLength 2000
definitionColumnNameLength 30
definitionColumnsInGroupBy 0
definitionColumnsInIndex 32
definitionColumnsInOrderBy 0
definitionColumnsInSelect 0
definitionColumnsInTable 1000
definitionConnections 0
definitionCursorNameLength 0
definitionIndexLength 0
definitionProcedureNameLength 30
definitionRowSize 2000
definitionSchemaNameLength 30
definitionStatementLength 65535
getMaxStatements: 0
getMaxTableNameLength: 30
getMaxTablesInSelect: 0
getMaxUserNameLength: 30
getNumericFunctions: ABS, CEIL, COS, COSH, EXP, FLOOR, LN, LOG, MOD, POWER, ROUND, SIGN, SIN, SINH, SQRT, TAN, TANH, TRUNC, AVG, COUNT, GLB, LUB, MAX, MIN, STDDEV, SUM, VARIANCE
getProcedureTerm: procedure
getSchemaTerm: schema
getSearchStringEscape: //
getSQLKeywords: ACCESS, ADD, ALTER, AUDIT, CLUSTER, COLUMN, COMMENT, COMPRESS, CONNECT, DATE, DROP, EXCLUSIVE, FILE, IDENTIFIED, IMMEDIATE, INCREMENT, INDEX, INITIAL, INTERSECT, LEVEL, LOCK, LONG, MAXEXTENTS, MINUS, MODE, NOAUDIT, NOCOMPRESS, NOWAIT, NUMBER, OFFLINE, ONLINE, PCTFREE, PRIOR, all_PL_SQL_reserved_words
getStringFunctions: CHR, INITCAP, LOWER, LPAD, LTRIM, NLS_INITCAP, NLS_LOWER, NLS_UPPER, REPLACE, RPAD, RTRIM, SOUNDEX, SUBSTR, SUBSTRB, TRANSLATE, UPPER, ASCII, INSTR, INSTRB, LENGTH, LENGTHB, NLSSORT, CHARTOROWID, CONVERT, HEXTORAW, RAWTOHEX, ROWIDTOCHAR, TO_CHAR, TO_DATE, TO_LABEL, TO_MULTI_BYTE, TO_NUMBER, TO_SINGLE_BYTE
getSystemFunctions: DUMP, GREATEST, GREATEST_LB, LEAST, LEAST_UB, NVL, UID, USER, USERENV, VSIZE
getTimeDateFunctions: ADD_MONTHS, LAST_DAY, MONTHS_BETWEEN, NEW_TIME, NEXT_DAY, ROUND, SYSDATE, TRUNC
getUrl: jdbc:oracle:thin:@localhost:1521:mydb
getUserName: MYDB
isCatalogAtStart: false
isReadOnly: false
<table>
<thead>
<tr>
<th>TABLE_SCHEM</th>
<th>TABLE_NAME</th>
<th>COLUMN_NAME</th>
<th>DATA_TYPE</th>
<th>TYPE_NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>MYDB</td>
<td>EMPLOYEE</td>
<td>ID</td>
<td>3</td>
<td>NUMBER</td>
</tr>
<tr>
<td>MYDB</td>
<td>EMPLOYEE</td>
<td>FIRST_NAME</td>
<td>12</td>
<td>VARCHAR2</td>
</tr>
<tr>
<td>MYDB</td>
<td>EMPLOYEE</td>
<td>LAST_NAME</td>
<td>12</td>
<td>VARCHAR2</td>
</tr>
</tbody>
</table>
dropall

Name

dropall — Drop all tables in the database or in the schema

Synopsis

!dropall [schema_pattern]

Description

Drop every table in the database.

Example of "dropall" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !dropall

Really drop every table in the database? (y/n) y

1/5 DROP TABLE COMPANY;
2/5 DROP TABLE EMPLOYEE;
3/5 DROP TABLE PROJECTS;
4/5 DROP TABLE EMPLOYEE_PROJECTS;
5/5 DROP TABLE COMPANYEMPLOYEES;

0: jdbc:oracle:thin:@localhost:1521:mydb>

Warning on using "dropall"

Warning

This command will destroy all data in the database (subject to access restrictions). Use with extreme caution.

exportedkeys

Name

exportedkeys — List exported foreign keys for a database

Synopsis

!exportedkeys [table name]
List all the foreign keys that are exported by the specified table.

Example of "exportedkeys" command

```
0: jdbc:hsqldb:db-hypersonic> !exportedkeys COMPANY

+----------------+---------------+----------------+-------------+
| PKTABLE_SCHEM  | PKTABLE_NAME  | PKCOLUMN_NAME  | FKTABLE_CAT |
+----------------+---------------+----------------+-------------+
|                | COMPANY       | COMPANY_ID     |             |
+----------------+---------------+----------------+-------------+
0: jdbc:hsqldb:db-hypersonic>
```

go

Name

go — Change to a different active connection

Synopsis

```
!go {connection number}
```

Description

Switch to the specified connection.

Example of "go" command

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !list

2 active connections:
#0 open jdbc:oracle:thin:@localhost:1521:mydb
#1 open jdbc:mysql://localhost/mydb

0: jdbc:oracle:thin:@localhost:1521:mydb> !go 1

1: jdbc:mysql://localhost/mydb> !go 0

0: jdbc:oracle:thin:@localhost:1521:mydb>
```

help

Name
help — Display help information

Synopsis

!help

Description

Display information about allowed commands.

Example of "help" command

sqline> !help
!all Execute the specified SQL against all the current connections
!appconfig Set custom application configuration class name
!autocommit Set autocommit mode on or off
!batch Start or execute a batch of statements
!brief Set verbose mode off
!call Execute a callable statement
!close Close the current connection to the database
!closeall Close all current open connections
!columns List all the columns for the specified table
!commandhandler Add a command handler
!commit Commit the current transaction (if autocommit is off)
!connect Open a new connection to the database
!dbinfo Give metadata information about the database
!describe Describe a table
!dropall Drop all tables in the current database
!exportedkeys List all the exported keys for the specified table
!go Select the current connection
!help Print a summary of command usage
!history Display the command history
-d Print timestamps for each event (default for !history)
-f Print full time date stamps in the US format
-E Print full time date stamps in the European format
-i Print full time date stamps in ISO8601 format
-n Suppresses command numbers
-r Reverses the order of the commands
!importedkeys List all the imported keys for the specified table
!indexes List all the indexes for the specified table
!isolation Set the transaction isolation for this connection
!list List the current connections
!manual Display the SQLLine manual
!metadata Obtain metadata information
!nativesql Show the native SQL for the specified statement
!nickname Create a friendly name for the connection (updates command
prompt)

!outputformat Set the output format for displaying results (table, vertical, csv, tsv, xmlattrs, xmlelements, json, ansiconsole)

!primarykeys List all the primary keys for the specified table

!procedures List all the procedures

!prompthandler Set custom prompt handler class name

!properties Connect to the database specified in the properties file(s)

!quit Exits the program

!reconnect Reconnect to the database

!record Record all output to the specified file

!rehash Fetch table and column names for command completion

!rollback Roll back the current transaction (if autocommit is off)

!run Run a script from the specified file

!save Save the current variables and aliases

!schemas List all the schemas in the database

!scan Scan for installed JDBC drivers

!script Start saving a script to a file

!set Set a sqlline variable

!sql Execute a SQL command

!tables List all the tables in the database

!typeinfo Display the type map for the current connection

!verbose Set verbose mode on

Variables:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>autoCommit</td>
<td>true/false</td>
<td>Enable/disable automatic transaction commit</td>
</tr>
<tr>
<td>autoSave</td>
<td>true/false</td>
<td>Automatically save preferences</td>
</tr>
<tr>
<td>color</td>
<td>true/false</td>
<td>Control whether color is used for display</td>
</tr>
<tr>
<td>colorScheme</td>
<td>chester/dark/dracula/light/obsidian/solarized/vs2010</td>
<td>Syntax highlight schema</td>
</tr>
<tr>
<td>confirm</td>
<td>true/false</td>
<td>Prompts for confirmation before running commands specified in confirmPattern</td>
</tr>
<tr>
<td>confirmPattern</td>
<td>pattern</td>
<td>Pattern commands to issue prompt before execution</td>
</tr>
<tr>
<td>csvDelimiter</td>
<td>String</td>
<td>Delimiter in csv outputFormat</td>
</tr>
<tr>
<td>csvQuoteCharacter</td>
<td>char</td>
<td>Quote character in csv outputFormat</td>
</tr>
<tr>
<td>dateFormat</td>
<td>pattern</td>
<td>Format dates using SimpleDateFormat pattern</td>
</tr>
<tr>
<td>escapeOutput</td>
<td>true/false</td>
<td>Escape control symbols in output</td>
</tr>
<tr>
<td>fastConnect</td>
<td>true/false</td>
<td>Skip building table/column list for tab-completion</td>
</tr>
<tr>
<td>force</td>
<td>true/false</td>
<td>Continue running script even after errors</td>
</tr>
<tr>
<td>headerInterval</td>
<td>integer</td>
<td>The interval between which headers are displayed</td>
</tr>
<tr>
<td>historyFile</td>
<td>path</td>
<td>File in which to save command history. Default is</td>
</tr>
<tr>
<td>incremental</td>
<td>true/false</td>
<td>Do not receive all rows from server before printing the first row; uses fewer resources,</td>
</tr>
</tbody>
</table>


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especially for long-running queries, but column
widths may be incorrect
incrementalBufferRows integer Enter incremental mode if a query returns more
than "incrementalBufferRows".

isolation LEVEL Set transaction isolation level

maxColumnWidth integer The maximum width to use when displaying columns

maxHeight integer The maximum height of the terminal

maxWidth integer The maximum width of the terminal

maxHistoryFileRows integer The maximum number of history rows
to store in history file

maxHistoryRows integer The maximum number of history rows
to store in memory

mode emacs/vi The editing mode

nullValue String Use String in place of NULL values

numberFormat pattern Format numbers using DecimalFormat pattern

outputFormat table/vertical/csv/tsv/xmlattrs/xmlelements/json/ansiconsole
    Format mode for result display

prompt pattern Format prompt

propertiesFile path File from which SQLLine reads properties on
    startup; default is
    $HOME/.sqlline/sqlline.properties (UNIX, Linux,
    macOS), $HOME/sqlline/sqlline.properties (Windows)

rightPrompt pattern Format right prompt

rowLimit integer Maximum number of rows returned from a query; zero
    means no limit

showCompletionDesc true/false Display help for completions

showElapsedTime true/false Display execution time when verbose

showHeader true/false Show column names in query results

showNestedErrs true/false Display nested errors

showWarnings true/false Display connection warnings

silent true/false Be more silent

strictJdbc true/false Use strict JDBC

timeFormat pattern Format times using SimpleDateFormat pattern

timeout integer Query timeout in seconds; less than zero means no

timeout

timestampFormat pattern Format timestamps using SimpleDateFormat pattern

trimScripts true/false Remove trailing spaces from lines read from script
    files

useLineContinuation true/false Use line continuation

verbose true/false Show verbose error messages and debug info

Key-strokes:
alt-b Backward word
alt-c Capitalize word
alt-d Kill word
alt-f Forward word
alt-h Next color scheme
alt-l Lowercase word
alt-n   History search forward
alt-p   History search backward
alt-t   Transpose words
alt-u   Uppercase word

ctrl-a   To the beginning of line
ctrl-b   Backward char
ctrl-d   Delete char
ctrl-e   To the end of line
ctrl-f   Forward char
ctrl-h   Backward delete char
ctrl-i   Complete
ctrl-j   Enter
ctrl-k   Kill the line
ctrl-m   Enter
ctrl-n   Down line or history
ctrl-p   Up line or history
ctrl-r   History incremental search backward
ctrl-s   History incremental search forward
ctrl-t   Transpose chars
ctrl-u   Kill the whole line
ctrl-w   Backward kill the line

Comments, bug reports, and patches go to ???
sqline>

history

Name

history — Display the command history
-d Print timestamps for each event (default for !history)
-f Print full time date stamps in the US format
-E Print full time date stamps in the European format
-i Print full time date stamps in ISO8601 format
-n Suppresses command numbers
-r Reverses the order of the commands

Synopsis

!history

Description

Display the command history.

Example of "history" command
sqlline> !history

1. 'outputformat xmlelements
2. SELECT * FROM PCPOINT;
3. 'outputformat vertical
4. SELECT * FROM PCPOINT;
5. 'tables

sqlline>

importedkeys

Name

importedkeys — List imported foreign keys for a database

Synopsis

'importedkeys {table name}

Description

List all the foreign keys that are imported by the specified table.

Example of "importedkeys" command

0: jdbc:hsqldb:db-hypersonic> 'importedkeys EMPLOYEE

+----------------+---------------+----------------+-------------+
<table>
<thead>
<tr>
<th>PKTABLE_SCHEM</th>
<th>PKTABLE_NAME</th>
<th>PKCOLUMN_NAME</th>
<th>FKTABLE_CAT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>COMPANY</td>
<td>COMPANY_ID</td>
<td></td>
</tr>
<tr>
<td>----------------</td>
<td>---------------</td>
<td>----------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
+----------------+---------------+----------------+-------------+

0: jdbc:hsqldb:db-hypersonic>

indexes

Name

indexes — Display indexes for a table

Synopsis

'indexes {table name}

Description
List all the indexes on the specified table name.

Example of "indexes" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !indexes EMPLOYEE

+-------------+-------------+-----------------+-------+--------------+
| TABLE_NAME  | NON_UNIQUE  |   INDEX_NAME    | TYPE  | COLUMN_NAME  |
+-------------+-------------+-----------------+-------+--------------+
| EMPLOYEE    | 0           |                 | 0     |              |
| EMPLOYEE    | 0           | SYS_C003115849  | 1     | ID           |
| EMPLOYEE    | 1           | FIRST_NAME      | 1     | FIRST_NAME   |
| EMPLOYEE    | 1           | LAST_NAME       | 1     | LAST_NAME    |
+-------------+-------------+-----------------+-------+--------------+

0: jdbc:oracle:thin:@localhost:1521:mydb>

isolation

Name

isolation — Set the transaction isolation mode for the active connection

Synopsis

!isolation {isolation level}

Description

Set the isolation level for the current transaction. For a description of the different isolation levels, see https://java.sun.com/j2se/1.3/docs/api/java/sql/Connection.html#field_detail.

If the specified isolation level is not supported or DEFAULT is specified then there will be used level returned by java.sql.DatabaseMetaData#getDefaultTransactionIsolation

Example of "isolation" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !isolation TRANSACTION_READ_UNCOMMITTED

Error: READ_COMMITTED and SERIALIZABLE are the only valid transaction levels (state=,code=17030)

0: jdbc:oracle:thin:@localhost:1521:mydb> !isolation TRANSACTION_SERIALIZABLE

Transaction isolation: TRANSACTION_SERIALIZABLE

0: jdbc:oracle:thin:@localhost:1521:mydb>

list
Name

list — Display all active connections

Synopsis

!list

Description

List all the current connections.

Example of "list" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !list

2 active connections:
#0 open     jdbc:oracle:thin:@localhost:1521:mydb
#1 open     jdbc:mysql://localhost/mydb

0: jdbc:oracle:thin:@localhost:1521:mydb>

metadata

Name

metadata — Invoke arbitrary metadata commands

Synopsis

!metadata {methodname} {params...}

Description

Execute an arbitrary metadata method against the current connection. refpurpose are separated by spaces. Use "" for a blank String, and null for a null parameter. For information on available metadata methods, see https://java.sun.com/j2se/1.3/docs/api/java/sql/DatabaseMetaData.html.

Example of "metadata" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !metadata supportsSelectForUpdate

ture

0: jdbc:oracle:thin:@localhost:1521:mydb> !metadata getTypeInfo
<table>
<thead>
<tr>
<th>TYPE_NAME</th>
<th>DATA_TYPE</th>
<th>PRECISION</th>
<th>LITERAL_PREFIX</th>
<th>LITERAL_SUFFIX</th>
</tr>
</thead>
<tbody>
<tr>
<td>NUMBER</td>
<td>-7</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NUMBER</td>
<td>-6</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NUMBER</td>
<td>-5</td>
<td>38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LONG RAW</td>
<td>-4</td>
<td>2147483647</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>RAW</td>
<td>-3</td>
<td>2000</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>LONG</td>
<td>-1</td>
<td>2147483647</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>CHAR</td>
<td>1</td>
<td>2000</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>NUMBER</td>
<td>2</td>
<td>38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NUMBER</td>
<td>4</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NUMBER</td>
<td>5</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FLOAT</td>
<td>6</td>
<td>63</td>
<td></td>
<td></td>
</tr>
<tr>
<td>REAL</td>
<td>7</td>
<td>63</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VARCHAR2</td>
<td>12</td>
<td>4000</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>DATE</td>
<td>93</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>STRUCT</td>
<td>2002</td>
<td>0</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>ARRAY</td>
<td>2003</td>
<td>0</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>BLOB</td>
<td>2004</td>
<td>4294967295</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CLOB</td>
<td>2005</td>
<td>4294967295</td>
<td>'</td>
<td>'</td>
</tr>
<tr>
<td>REF</td>
<td>2006</td>
<td>0</td>
<td>'</td>
<td>'</td>
</tr>
</tbody>
</table>

0: jdbc:oracle:thin:@localhost:1521:mydb> !meta getProcedureColumns null % %JAVA% %

<table>
<thead>
<tr>
<th>PROCEDURE_CAT</th>
<th>PROCEDURE_SCHEM</th>
<th>PROCEDURE_NAME</th>
<th>COLUMN_NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>DBMS_JAVA</td>
<td>SYS</td>
<td>DROPJAVA</td>
<td>OPTIONS</td>
</tr>
<tr>
<td>XMLPARSER</td>
<td>SYS</td>
<td>GETJAVARELEASEVERSION</td>
<td></td>
</tr>
<tr>
<td>DBMS_JAVA</td>
<td>SYS</td>
<td>LOADJAVA</td>
<td>OPTIONS</td>
</tr>
<tr>
<td>DBMS_JAVA</td>
<td>SYS</td>
<td>LOADJAVA</td>
<td>OPTIONS</td>
</tr>
<tr>
<td>DBMS_JAVA</td>
<td>SYS</td>
<td>RESOLVER</td>
<td></td>
</tr>
</tbody>
</table>

0: jdbc:oracle:thin:@localhost:1521:mydb>

outputformat

Name

outputformat — Change the method for displaying SQL results

Synopsis

!outputformat {format name}

Description
Set the mode for displaying results from statements. This is useful for saving output from SQL statements to either a visually pleasing format or an easily parseable format.

In the case of csv or table output format there could be specified additional parameters like csv delimiter, csv quote character, max column width.

Such settings will change corresponding properties' values. If the parameters not specified then properties are left as is.

Example of table output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat table
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 1           | Apple      |
| 2           | Sun        |
| 3           | IBM        |
| 4           | Microsoft  |
+-------------+------------+
4 rows selected (0.012 seconds)
```

Example of vertical output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat vertical
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
COMPANY_ID  1
NAME        Apple
COMPANY_ID  2
NAME        Sun
COMPANY_ID  3
NAME        IBM
COMPANY_ID  4
NAME        Microsoft
4 rows selected (0.011 seconds)
```

Example of CSV output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !set outputFormat csv ### @
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
@COMPANY_ID@###@NAME@
@1@###@Apple@
@2@###@Sun@
@3@###@IBM@
```
Example of TSV output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat tsv
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
'COMPANY_ID'  'NAME'
'1'  'Apple'
'2'  'Sun'
'3'  'IBM'
'4'  'Microsoft'
4 rows selected (0.013 seconds)

Example of XML attribute output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xmlattr
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
<resultset>
  <result COMPANY_ID="1" NAME="Apple"/>
  <result COMPANY_ID="2" NAME="Sun"/>
  <result COMPANY_ID="3" NAME="IBM"/>
  <result COMPANY_ID="4" NAME="Microsoft"/>
</resultset>
4 rows selected (0.012 seconds)

Example of XML element output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xmlelements
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
<resultset>
  <result>
    <COMPANY_ID>1</COMPANY_ID>
    <NAME>Apple</NAME>
  </result>
  <result>
    <COMPANY_ID>2</COMPANY_ID>
    <NAME>Sun</NAME>
  </result>
  <result>
    <COMPANY_ID>3</COMPANY_ID>
    <NAME>IBM</NAME>
  </result>
  <result>
    <COMPANY_ID>4</COMPANY_ID>
    <NAME>Microsoft</NAME>
  </result>
</resultset>
4 rows selected (0.02 seconds)
0: jdbc:oracle:thin:@localhost:1521:mydb>
Example of JSON output formatting
0: jdbc:calcite:model=target/test-classes/mod> !outputformat json
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
{"resultset":[
{"COMPANY_ID":1,"NAME":"Apple"},
{"COMPANY_ID":2,"NAME":"Sun"},
{"COMPANY_ID":3,"NAME":"IBM"},
{"COMPANY_ID":4,"NAME":"Microsoft"}
]}
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
Example of AnsiConsole output formatting
0: jdbc:calcite:model=target/test-classes/mod> !outputformat ansiconsole
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
COMPANY_ID NAME
1
Apple
2
Sun
3
IBM
4
Microsoft
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
primarykeys
Name
primarykeys — Display the primary key columns for a table
Synopsis
!primarykeys {table name}
Description
List all the primary keys for the specified table.
Example of "primarykeys" command
0: jdbc:hsqldb:db-hypersonic> !primarykeys COMPANY
+--------------+-------------+--------------+----------+----------+
| TABLE_SCHEM | TABLE_NAME | COLUMN_NAME | KEY_SEQ |

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PK_N |


procedures

Name

procedures — List stored procedures

Synopsis

!procedures [procedure name pattern]

Description

Display a list of all the stored procedures that are exposed by the current database.

Example of "procedures" command

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !procedures %JDBC%
```

```
+----------------+------------------+------------------+
| PROCEDURE_CAT  | PROCEDURE_SCHEM  |  PROCEDURE_NAME  |
|----------------+------------------+------------------+
| WK_ADM         | WKSYS            | GET_JDBC_DRIVER  |
| WK_ADM         | WKSYS            | SET_JDBC_DRIVER  |
+----------------+------------------+------------------+
```

```
0: jdbc:oracle:thin:@localhost:1521:mydb>
```

properties

Name

properties — Connect to the database defined in the specified properties file.

Synopsis

!properties {file}

Description

Connect to the database defined in the specified properties file. The properties file is expected to have the following values:
url: the database URL to which to connect

driver: the driver class that handles the URL. If unspecified, SQLLine with automatically scan the CLASSPATH for an appropriate driver

user: the username to use to connect to the database. If unspecified, SQLLine will prompt for it.

password: the password to use to connect to the database. If unspecified, SQLLine will prompt for it.

The key names in the properties file can also use JDO semantics for the properties. These properties are "javax.jdo.option.ConnectionURL", "javax.jdo.option.ConnectionDriverName", "javax.jdo.option.ConnectionUserName", and "javax.jdo.option.ConnectionPassword". Furthermore, any properties that end with "ConnectionURL", "ConnectionDriverName", "ConnectionUserName", and "ConnectionPassword" will be used for the connection.

Example of "properties" command

sqlline> !properties test.properties

Connecting to jdbc:mysql://localhost/mydb

Enter password for jdbc:mysql://localhost/mydb: *****

Connected to: MySQL (version 3.23.52-log)
Driver: MySQL-AB JDBC Driver (version 3.0.8-stable ( $Date: 2008/12/10 $, $Revision: #3 $ ))
Autocommit status: true
Transaction isolation: TRANSACTION_READ_COMMITTED

0: jdbc:mysql://localhost/mydb>

quit

Name

quit — Exit SQLLine

Synopsis

!quit

Description

Exit SQLLine.

Example of "reconnect" command

0: jdbc:hsqldb:db-hypersonic> !quit
Closing: org.hsqldb.jdbcConnection

reconnect

Name

reconnect — Reconnect to the current database

Synopsis

!reconnect

Description

Reconnect to the current database.

Example of "reconnect" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !reconnect

Reconnecting to "jdbc:oracle:thin:@localhost:1521:mydb"...

Closing: oracle.jdbc.driver.OracleConnection@4428d3

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

record

Name

record — Begin recording all output from SQL commands

Synopsis

!record {file name}

Description

Save all output from the session to the specified file.

Example of "record" command
0: jdbc:oracle:thin:@localhost:1521:mydb> !record /tmp/mysession.out
Saving all output to "/tmp/mysession.out". Enter "record" with no arguments to stop it.

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 3           | IBM        |
| 4           | Microsoft  |
| 1           | Apple      |
| 2           | Sun        |
+-------------+------------+
4 rows selected (0.011 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> !record
Recording stopped.

0: jdbc:oracle:thin:@localhost:1521:mydb>

rehash

Name

rehash — Obtain a list of all tables and columns from the database

Synopsis

!rehash

Description

Get a list of all tables and columns from the database in order to include them in the list for tab-completion of SQL statements. This is done automatically on connect when the fastconnect option is enabled.

Example of "rehash" command

0: jdbc:hsqldb:db-hypersonic> !rehash

Building list of tables and columns for tab-completion (set fastconnect to true to skip)...
7/7 (100%) Done
Done

0: jdbc:hsqldb:db-hypersonic>

Warning on using "rehash"
Caution

This operation can be extremely slow for some databases.

rollback

Name

rollback — Roll back the current transaction

Synopsis

!rollback

Description

Rollback the current transaction, if autocommit is off.

Example of "rollback" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !autocommit off

Autocommit status: false

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 3           | IBM        |
| 4           | Microsoft  |
| 1           | Apple      |
| 2           | Sun        |
+-------------+------------+
4 rows selected (0.011 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> DELETE FROM COMPANY;

4 rows affected (0.004 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+-------------+-------+
| COMPANY_ID  | NAME  |
+-------------+-------+
|           |       |
+-------------+-------+

No rows selected (0.01 seconds)
Rollback complete (0.016 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 3           | IBM        |
| 4           | Microsoft  |
| 1           | Apple      |
| 2           | Sun        |
+-------------+------------+
4 rows selected (0.01 seconds)

run

Name

run — Execute a command script

Synopsis

!run {file name}

Description

Run the individual commands specified in the file name. The file should consist of individual SQL statements or SQLLine commands. Lines beginning with "#" are interpreted as comments and ignored. If any errors occur while running the script, the script will be aborted, unless the force preference is set to true.

Example of "run" command

0: jdbc:hsqldb:db-hypersonic> !run example.sql
1/11 CREATE TABLE COMPANY (COMPANY_ID INT, NAME VARCHAR(255));
No rows affected (0.001 seconds)
2/11 INSERT INTO COMPANY VALUES (1, 'Apple');
1 row affected (0 seconds)
3/11 INSERT INTO COMPANY VALUES (2, 'Sun');
1 row affected (0 seconds)
4/11 INSERT INTO COMPANY VALUES (3, 'IBM');
1 row affected (0.001 seconds)
5/11 INSERT INTO COMPANY VALUES (4, 'Microsoft');
1 row affected (0.015 seconds)
CREATE TABLE EMPLOYEE (ID INT, FIRST_NAME VARCHAR(255), LAST_NAME VARCHAR(255), COMPANY INT);
No rows affected (0.004 seconds)

CREATE INDEX FIRST_NAME ON EMPLOYEE(FIRST_NAME);
No rows affected (0 seconds)

CREATE INDEX LAST_NAME ON EMPLOYEE(LAST_NAME);
No rows affected (0.001 seconds)

ALTER TABLE EMPLOYEE ADD CONSTRAINT EMP_COMPANY FOREIGN KEY (COMPANY) REFERENCES COMPANY (COMPANY_ID);
No rows affected (0 seconds)

INSERT INTO EMPLOYEE (ID, FIRST_NAME, LAST_NAME, COMPANY) VALUES (234, 'William', 'Gates', 4);
1 row affected (0.001 seconds)

SELECT * FROM COMPANY,EMPLOYEE WHERE EMPLOYEE.COMPANY = COMPANY.COMPANY_ID;

<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
<th>ID</th>
<th>FIRST_NAME</th>
<th>LAST_NAME</th>
<th>COMPANY</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Microsoft</td>
<td>234</td>
<td>William</td>
<td>Gates</td>
<td>4</td>
</tr>
</tbody>
</table>

1 row selected (0.001 seconds)

save

Name

save — Save the current preferences

Synopsis

!save

Description

Save the current preferences.

Example of "save" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !save

Saving preferences to: /Users/mprudhom/.sqlline/sqlline.properties

0: jdbc:oracle:thin:@localhost:1521:mydb>

scan
**Name**

scan — Scan class path for JDBC drivers

**Synopsis**

!scan

**Description**

Scans all the jar files in the CLASSPATH for any JDBC drivers, and prints the class names of the drivers.

Example of "scan" command

sqline> !scan

35 driver classes found

<table>
<thead>
<tr>
<th>Compliant Version</th>
<th>Driver Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>no</td>
<td>4.0  COM.cloudscape.core.JDBCDriver</td>
</tr>
<tr>
<td>no</td>
<td>1.0  COM.cloudscape.core.RmiJdbcDriver</td>
</tr>
<tr>
<td>yes</td>
<td>7.1  COM.ibm.db2.jdbc.net.DB2Driver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.ddtek.jdbc.db2.DB2Driver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.ddtek.jdbc.informix.InformixDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.ddtek.jdbc.oracle.OracleDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.ddtek.jdbc.sqlserver.SQLServerDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.ddtek.jdbc.sybase.SqlserverDriver</td>
</tr>
<tr>
<td>yes</td>
<td>2.21  com.lapalma.jdbc.IfxDriver</td>
</tr>
<tr>
<td>no</td>
<td>0.2  com.internetcds.jdbc.tds.Driver</td>
</tr>
<tr>
<td>no</td>
<td>0.2  com.internetcds.jdbc.tds.SybaseDriver</td>
</tr>
<tr>
<td>yes</td>
<td>2.2715 com.jnetdirect.jsql.JSQLDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.merant.datadirect.jdbc.db2.DB2Driver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.merant.datadirect.jdbc.informix.InformixDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.merant.datadirect.jdbc.oracle.OracleDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.merant.datadirect.jdbc.sqlserver.SQLServerDriver</td>
</tr>
<tr>
<td>yes</td>
<td>3.2  com.merant.datadirect.jdbc.sybase.SqlserverDriver</td>
</tr>
<tr>
<td>yes</td>
<td>2.2  com.microsoft.jdbc.sqlserver.SQLServerDriver</td>
</tr>
<tr>
<td>no</td>
<td>3.0  com.mysql.jdbc.Driver</td>
</tr>
<tr>
<td>no</td>
<td>3.0  com.mysql.jdbc.NonRegisteringDriver</td>
</tr>
<tr>
<td>yes</td>
<td>4.4  com.pointbase.jdbc.jdbcDriver</td>
</tr>
<tr>
<td>yes</td>
<td>4.4  com.pointbase.jdbc.jdbcEmbeddedDriver</td>
</tr>
<tr>
<td>yes</td>
<td>4.4  com.pointbase.jdbc.jdbcUniversalDriver</td>
</tr>
<tr>
<td>no</td>
<td>5.5  com.sybase.jdbc2.jdbc.SybDriver</td>
</tr>
<tr>
<td>yes</td>
<td>1.0  in.co.daffodil.db.jdbc.DaffodilDBDriver</td>
</tr>
<tr>
<td>no</td>
<td>2.0  interbase.interclient.Driver</td>
</tr>
<tr>
<td>no</td>
<td>0.5  net.sourceforge.jtds.jdbc.Driver</td>
</tr>
<tr>
<td>yes</td>
<td>1.0  oracle.jdbc.OracleDriver</td>
</tr>
<tr>
<td>yes</td>
<td>1.0  oracle.jdbc.driver.OracleDriver</td>
</tr>
</tbody>
</table>
no 3.26 org.enhydra.instantdb.jdbc.idbDriver
no 3.0 org.gjt.mm.mysql.Driver
no 1.7 org.hsqldb.jdbcDriver
no 7.3 org.postgresql.Driver
yes 0.9 org.sourceforge.jxdbcon.JXDBConDriver

sqlline>
schemas

Name

schemas — List all the schemas in the database

Synopsis

!schemas

Description

List all the schemas in the database of the current connection.

Example of "schemas" command

0: jdbc:postgresql:thin:@localhost:5432:mydb> !schemas

+-------------------+---------------+
|    table_schem     | table_catalog |
+-------------------+---------------+
| information_schema |               |
| pg_catalog         |               |
| public             |               |
+-------------------+---------------+

0: jdbc:postgresql:thin:@localhost:5432:mydb>

script

Name

script — Save executed commands to a file

Synopsis

!script {filename}

Description
Start saving all commands entered to the specified file. Once scripting on, it can be finished by entering the script command again with no arguments. Saved scripts can be re-run using the run command.

Example of "script" command

0: jdbc:hsqldb:db-hypersonic> !script /tmp/mysession.script

Saving command script to "/tmp/mysession.script". Enter "script" with no arguments to stop it.

0: jdbc:hsqldb:db-hypersonic> !autocommit off

Autocommit status: false

0: jdbc:hsqldb:db-hypersonic> SELECT * FROM COMPANY;

+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 1           | Apple      |
| 2           | Sun        |
| 3           | IBM        |
| 4           | Microsoft  |
+-------------+------------+
4 rows selected (0.001 seconds)

0: jdbc:hsqldb:db-hypersonic> UPDATE COMPANY SET NAME='Apple, Inc.' WHERE NAME='Apple';

1 row affected (0.005 seconds)

0: jdbc:hsqldb:db-hypersonic> !commit

Commit complete (0 seconds)

0: jdbc:hsqldb:db-hypersonic> !script

Script closed. Enter "run /tmp/mysession.script" to replay it.

0: jdbc:hsqldb:db-hypersonic>

set

Name

set — Set a preference

Synopsis

!set {preference} {value}
Description

Set the specified preference to the specified value. If autosave is on, then this will cause preferences to be immediately saved. Otherwise, changed setting can be saved for future SQLLine session either the save command.

Example of "set" command

0: jdbc:hsqldb:db-hypersonic> !set color on

sql

Name

sql — Execute a SQL against a database

Synopsis

!sql {statement}

Description

Issue the specified SQL statement. This is equivalent to entering the statement by itself from the command line.

Example of "sql" command

0: jdbc:hsqldb:db-hypersonic> !sql DELETE FROM COMPANY;

4 rows affected (0.005 seconds)

0: jdbc:hsqldb:db-hypersonic>

tables

Name

tables — List all the tables in the database

Synopsis

!tables

Description

List all the tables in the database of the current connection.

Example of "tables" command
0: jdbc:oracle:thin:@localhost:1521:mydb> !tables

+-----------------+------------+-----------------------------+-------------+
| TABLE_CAT | TABLE_SCHEM |           TABLE_NAME        | TABLE_TYPE |
+-----------+------------+-----------------------------+-------------+
|          | MYDB       | COMPANY                     | TABLE       |
|          | MYDB       | EMPLOYEE                    | TABLE       |
+-----------+------------+-----------------------------+-------------+

0: jdbc:oracle:thin:@localhost:1521:mydb>

verbose

Name

verbose — Enable verbose output

Synopsis

!verbose

Description

Enable verbose mode, which causes stack traces to be printed when errors occur, and enabled outputting of debug information.

Example of "verbose" command

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)

0: jdbc:oracle:thin:@localhost:1521:mydb> !verbose

verbose: on

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)
java.sql.SQLException: ORA-00942: table or view does not exist

at oracle.jdbc.dbaccess.DBError.throwSqlException(DBError.java:180)
at oracle.jdbc.ttc7.TTIoer.processError(TTIoer.java:208)
at oracle.jdbc.ttc7.Oall7.receive(Oall7.java:543)
at oracle.jdbc.ttc7.TTC7Protocol.doOall7(TTC7Protocol.java:1451)
at oracle.jdbc.ttc7.TTC7Protocol.parseExecuteDescribe(TTC7Protocol.java:651)
at oracle.jdbc.driver.OracleStatement.doExecuteQuery(OracleStatement.java:2110)
at oracle.jdbc.driver.OracleStatement.doExecuteWithTimeout(OracleStatement.java:2324)
Parameter Reference

autocommit
autosave
color
colorScheme
confirm
confirmPattern
csvDelimiter
csvQuoteCharacter
dateformat
escapeOutput
fastconnect
force
headerinterval
historyfile
incremental
isolation
maxcolumnwidth
maxHistoryFileRows
maxHistoryRows
maxwidth
mode
nullValue
numberformat
outputformat
prompt
rightprompt
rowlimit
showheader
shownestederrs
showtime
showwarnings
silent
strictJdbc
timeformat
timestampformat
trimscripts
uselinecontinuation
verbose
autocommit

If true, then new connections will have autocommit set, otherwise, transactions will need to be explicitly committed or rolled back. Defaults to true. To change the autocommit status for a connection that is already open and active, use the autocommit command instead.

color

If true, then output to the terminal will use color for a more pleasing visual experience. Requires that the terminal support ANSI control codes (most do). Defaults to false.

colorScheme

If chester/dark/dracula/light/obsidian/solarized/vs2010, then this scheme will be used for command/sql syntax highlighting. If default then there is no syntax highlighting.

confirm

If true, then user will be prompted for confirmation if commands matching with confirmPattern are executed.

confirmPattern

If default with confirm = true, user will be prompted for DROP and DELETE commands, otherwise, for the commands as matched in the pattern.

csvDelimiter

Sets the delimiter in csv outputFormat. Setting to default causes usage of "," as a delimiter.

csvQuoteCharacter

Sets the quote character in csv outputFormat. Setting to default causes usage of "\" as a delimiter.

dateformat

The format for how date values are displayed. Setting to default causes date values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "YYYY_MM_dd" yields values like "1970_01_01".

escapeOutput

When set to true, control symbols in output will be escaped. Otherwise they will be printed as is. Default is false.
fastconnect

When false, any new connection will cause SQLLine to access information about the available tables and columns in order to provide them as candidates for tab-completion. This can be a very slow operation for some databases, do by default it is off. Table and column information can always be explicitly retrieved using the rehash command.

force

When set to false, any failures during the execution of the run or record commands will cause execution to abort, preventing the execution of subsequent commands. When set to true, errors will be displayed but otherwise ignored. Defaults to false.

headerinterval

The interval between which the column headers will be redisplayed when using the "table" outputformat. Defaults to 100.

historyfile

The file to which SQLLine will save a record of all the commands issued. Defaults to HOME/sqlline/history on Windows, and HOME/.sqlline/history on all other platforms.

incremental

When set to false, the entire result set is fetched and buffered before being displayed, yielding optimal display column sizing. When set to true, result rows are displayed immediately as they are fetched, yielding lower latency and memory usage at the price of extra display column padding. Defaults to false.

incrementalBufferRows

When incremental set to false and the entire result set has more rows than value of incrementalBufferRows, sqlline will enter incremental mode. In that case, result rows are displayed by batches of size incrementalBufferRows. If value is negative, sqlline never enters incremental mode. Defaults to 1000.

isolation

The default transaction isolation that will be used for new connections. To change the isolation level of the currently active connection, use the isolation command instead.

maxcolumnwidth

The maximum column width to display for each column before truncating data when using the "table" outputformat. Defaults to 15.

maxHistoryFileRows

The maximum number of history rows to store in history file. Defaults to 10000 (org.jline.reader.impl.history.DefaultHistory.DEFAULT_HISTORY_FILE_SIZE).
maxHistoryRows

The maximum number of history rows to store in memory. Defaults to 500 (org.jline.reader.impl.history.DefaultHistory.DEFAULT_HISTORY_SIZE).

maxwidth

The maximum width to display before truncating data when using the "table" outputformat. Defaults to attempting to query the terminal for the current width, falls back to 80.

mode

The editing mode to use in sqlline. Defaults to "emacs".

nullvalue

The value which will be used instead of null values. Setting to default causes 'null' for numbers/dates/times and empty strings for others. For example, the setting *** yields null values like '***'

numberformat

The format for how numeric values are displayed. Setting to default causes numeric values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.DecimalFormat. For example, the setting "0.###E0" yields scientific notation with up to three fractional digits, values like "6.022E23".

outputformat

The format for how results are displayed. For details, see the information on the outputformat command.

prompt

The tcsh-like format for how prompt is displayed. For example, the setting ‘%[033[1;33m]sqlline%[033[m]>’ yields yellow sqlline and normal angle bracket. Defaults to 'sqlline>’. If for the specific database connection nickname is set then nickname will be used.

rightprompt

The tcsh-like format for how right prompt is displayed. The same patterns are applied as for prompt but it does not care if nickname is set or not. Defaults to “”.

promptscript

A JavaScript program that is evaluated to generate a prompt. If specified, prompt is ignored.

The following variables are pre-defined for use in the JavaScript: connectionIndex currentSchema, databaseProductName, url, userName. For example:
sqlline> !set promptscript 'databaseProductName.toLowerCase() + ":" + connectionIndex + " > "'
hsql database engine:0>

rowlimit

The maximum number of rows to fetch per query. Defaults to 0, which is interpreted as fetching all rows.

showheader

If true, display the names of the columns when displaying results. Defaults to true.

shownestederrs

If true, display any nested errors that are reported on the connection after issuing any database commands. Defaults to false, meaning only the topmost error is displayed.

showtime

If true, display execution time for database commands when in verbose mode. Defaults to true.

showwarnings

If true, display any warnings that are reported on the connection after issuing any database commands. Defaults to true.

silent

If true, then reduce the amount of informational messages displayed. Useful for redirecting a sqlline command to a file for later parsing. Defaults to false.

strictJdbc

If false, then use default values defined by java.sql.DatabaseMetaData in case an implementation of this interface fails with e.g. "Method not supported", otherwise it also fails. Defaults to false.

timeformat

The format for how time values are displayed. Setting to default causes time values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "HH:mm:ss" yields values like "14:12:11".

timestampformat

The format for how timestamp values are displayed. Setting to default causes timestamp values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "dd/MM/YYYY'T'HH:mm:ss" yields values like "01/01/1970T12:32:12".
trimscripts

If true, then trim leading and trailing whitespace from lines as they are processed in scripts; otherwise, preserve whitespace. Defaults to true.

uselinecontinuation

Use line continuation if true. Defaults to true.

verbose

If true, then print out the entire java stack trace whenever an error occurs, as well as displaying debugging information. Defaults to false.

JDBC Driver Support

Project Information

Found in path(s):
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/manual.txt

1.564 aws-java-sdk-core 1.11.837

1.564.1 Available under license:
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Version 2.0, January 2004

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1.565 xerces-j 2.11.0
1.565.1 Available under license:
No license file was found, but licenses were detected in source scan.

UniqueParticleAttribution = Error: cos-nonambig: ((0)) and ([1]) violate the "Unique Particle Attribution" rule.
cos-nonambig = cos-nonambig: {0} and [1] (or elements from their substitution group) violate "Unique Particle Attribution".

Found in path(s):
* /opt/cola/permits/1124833062_1611183141.82/0/xercesimpl-zip/xercesimpl-jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties

1.566 opentest4j 1.2.0
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* /opt/cola/permits/1145468562_1616183623.24/0/opentest4j-1-2-0-sources-1-jar/org/opentest4j/TestSkippedException.java
* /opt/cola/permits/1145468562_1616183623.24/0/opentest4j-1-2-0-sources-1-jar/org/opentest4j/MultipleFailuresError.java
* /opt/cola/permits/1145468562_1616183623.24/0/opentest4j-1-2-0-sources-1-jar/org/opentest4j/AssertionFailedError.java
1.567 bitsyntax 0.0.4 0.0.4
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1.568 bunyan-format 0.2.1
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1.569 babel-plugin-transform-es2015-duplicate-keys 6.24.1

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1.580 @babel/plugin-transform-block-scoped-functions 7.12.13

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1.583 jnr-constants 0.9.0

1.584 output-file-sync 1.1.2
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1.591 x-xss-protection 1.0.0 1.0.0

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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/LazyLoaderGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/CollectionUtils.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackGenerator.java
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jar/net/sf/cglib/beans/BeanMapEmitter.java
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1.599 babel-helper-hoist-variables 6.24.1

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1.604 has-values 1.0.0

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1.605 websocket-client 9.3.27.v20190418

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1.607 domutils 1.7.0 1.7.0
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1.608 on-headers 1.0.1 1.0.1

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1.610 cheerio 0.22.0

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1.621 @babel/plugin-transform-block-scoping

7.12.13

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1.622 icu 65

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

    #. Flags for position independent code
    SHAREDLIBCFLAGS = -fPIC
    SHAREDLIBCXXFLAGS = -fPIC
    SHAREDLIBCPPFLAGS = -DPIC
## Additional flags when building libraries and with threads

THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path

LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name

LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options

LD_SOOPTIONS=-Wl,-Bsymbolic

## Shared object suffix

SO = so

## Non-shared intermediate object suffix

STATIC_O = ao

## Compilation rules

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

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

## Dependency rules

%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@(SHELL) -ec '$(GEN_DEPS.c) $< \n | sed \"s/\($*\)$i\o\: ]*\A1.o $@ : /g\" > $@; \n [-s $@ ] \|| rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@(SHELL) -ec '$(GEN_DEPS.cc) $< \n | sed \"s/\($*\)$i\o\: ]*\A1.o $@ : /g\" > $@; \n [-s $@ ] \|| rm -f $@'

## Versioned libraries rules

%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
## Bind internal references

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

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

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

## End BSD-specific setup

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1.627 babel-plugin-check-es2015-constants 6.22.0

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1.628 jetty-servlets 9.4.41.v20210516

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

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Oracle OpenJDK

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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

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org.apache.taglibs:taglibs-standard-impl

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1218318693_1634926484.03/0/groovy-testng-3-0-8-sources-jar/org/codehaus/groovy/testng/TestNgRunner.java

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#
org.apache.groovy.plugin.testng.TestNgRunner

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* /opt/cola/permits/1218318693_1634926484.03/0/groovy-testng-3-0-8-sources-jar/META-INF/services/org.apache.groovy.plugin.GroovyRunner

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1.631 camelcase 5.3.1
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1.646 jakarta-ws-rs-api 2.1.6

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1.661 ultron 1.0.2 1.0.2

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1.663 get-intrinsic 1.1.1

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**1.664 winser-with-api 1.0.1**

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# WinSer

Run node.js applications as windows services using [nssm](http://nssm.cc).

## Installation

$ npm install winser

## Command line arguments

- `-v`, `--version` show winser version and exit
- `-a`, `--autostart` start the application immediately after installation
- `-i`, `--install` install the node application as a windows service
- `-r`, `--remove` remove the windows service for the node application
- `-x`, `--stop` stop the service before uninstalling
- `-s`, `--silent` suppress any information in the console
- `-c`, `--confirmation` ask for confirmation before installing/uninstalling
- `-p`, `--path <ARG1>` path to the node application you want to install as a service (current path by default)
- `-n`, `--name <ARG1>` name for service (default: name from package.json)
- `-d`, `--description <ARG1>` service description (default: description from package.json)
- `--displayname <ARG1>` display name for service
- `--startcmd <ARG1>` use this command for start service (default: scripts.start from package.json)
- `--startuptype <ARG1>` set service startup type on boot (auto|manual|delayed|disabled) ("auto" by default)
- `--env <ARG1>` propogate environment variable (multiple)
- `--startwithnpm` use "npm start" as a startcmd
- `--set <ARG1>` call nssm "set" command with arguments (multiple)

## Method 1

I really like this method, in the package.json:

```js
```scripts``": {
    "postinstall": "winser -i -s -c",
    "preuninstall": "winser -r -x -s",
}
````

Then, in order to install a node application in lets say a server I will do this:

```bash
npm install git://github.com/myprivate/repository/url.git
```
The arguments in the **postinstall** script means:

- i install
- s silent, don't display any information
- c ask for confirmation. This is very helpful because during development you don't want to install/uninstall the package as a windows service but you will often run "npm install" in the folder, then you can cancel with an 'n'.

The arguments in the **preuninstall** script means:

- x stop the service before uninstalling
- r remove the service
- s silent, don't display any information

## Method 2

Add these two scripts to your package.json:

```js
"scripts": {
  "install-windows-service": "winser -i",
  "uninstall-windows-service": "winser -r"
}
```

Then you can install your service as:

```bash
npm run-script install-windows-service
```

## How it works

When you install your node.js program as a windows service, your program is registered using nssm.exe (which is inside the module folder). Once you start the service nssm.exe is run and nssm.exe will execute start command.

Start command may be:
- npm "start" action from package.json.
- "node <main>“, where <main> is a main section in package.json.
- command provided by "--startcmd <command>" option.

Remember that the default npm action for "start" is "node server.js".

The name of the service will be the same from your package.json "name" setting.

## Credits
This project is heavily inspired in

- [Node.js on windows by Tatham Oddie](http://blog.tatham.oddie.com.au/2011/03/16/node-js-on-windows/)

And it uses:

- [nssm](http://nssm.cc)

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* /opt/cola/permits/1226013673_1636487527.37/0/winser-with-api-1-0-1-tgz/package/readme.md

1.665 mime-types 2.1.30 2.1.30

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1.666 mime-pull 1.9.3

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1.669

de.huxhorn.lilith.logback.appender.multiplex-classic 0.9.44

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

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* org.eclipse.jetty.orbit:javax.security.auth.message
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/AwsHostNameUtils.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/URLEncodedUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/NameValuePair.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/transform/Unmarshaller.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/SigningAlgorithm.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/AmazonClientException.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/transform/SimpleTypeUnmarshallers.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/XmlUtils.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/SignatureVersion.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/HttpMethodName.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/AWSCredentials.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/internal/config/InternalConfig.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/ProgressEventType.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/conn/SdkPlainSocketFactory.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/metrics/SimpleServiceMetricType.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/http/impl/client/SdkHttpRequestRetryHandler.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/util/RuntimeHttpUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/retry/RetryUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/waiters/AcceptorPathMatcher.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/auth/policy/conditions/ArnCondition.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/event/ProgressListenerChain.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/transform/JsonUnmarshallerContextImpl.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/protocol/json/internal/ValueToStringConverters.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/package-info.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/progress/ProgressEventFilter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/progress/ProgressEventFilter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/internal/securitytoken/ProfileCredentialsServiceLoader.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/ProfileCredentialsProvider.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/internal/AWS4SignerRequestParams.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/request/ProgressSupport.java
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  jar/com/amazonaws/util/Classes.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/DateUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/PartitionMetadataProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/CredentialScope.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/Region.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/models/RegionMetadataFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/apache/SdkProxyRoutePlanner.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/Endpoint.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/protocol/json/SdkIonGenerator.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/models/RegionMetadataImpl.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/models/AbstractRegionMetadataProvider.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/models/RegionImpl.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/RegionMetadataProvider.java
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/**
 * Interface for providing AWS region information. Implementations are free to use any strategy for
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 */

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jar/com/amazonaws/protocol/json/SdkStructuredPlainJsonFactory.java
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jar/com/amazonaws/protocol/json/StructuredJsonGenerator.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/json/SdkJsonProtocolFactory.java
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  jar/com/amazonaws/ImmutableRequest.java
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  jar/com/amazonaws/protocol/json/IonFactory.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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org.eclipse.jetty.toolchain:jetty-schemas

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 * Abstract: The main routine
 *
 */

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/*

For hadoop-common-project/hadoop-common/src/main/native/gtest

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For hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/fuse-dfs/util/tree.h

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nodemanager/src/main/native/container-executor/impl/compat/{fstatat|openat|unlinkat}.h:

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hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/bootstrap.min.js
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap.min.css
hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
em-helpers v0.5.13
em-table v0.1.6
ember v2.2.0
ember-array-contains-helper v1.0.2
ember-bootstrap v0.5.1
ember-cli v1.13.13
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ember-cli-test-loader v0.2.1
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ember-d3 v0.1.0
ember-data v2.1.0
ember-disable-proxy-controllers v1.0.1
ember-export-application-global v1.0.5
ember-load-initializers v0.1.7
ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodings 1.0.8
Joni 2.1.2
Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/angular-route-1.6.4.min.js

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hadoop-tools/hadoop-sls/src/main/html/js/thirdparty/jquery.js
hadoop-yarn-project/hadoop-yarn/hadoop-yarn-common/src/main/resources/webapps/static/jquery

Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
Microsoft JDBC Driver for SQLServer - version 6.2.1.jre7

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1.678 netty-handler 4.1.42.Final

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSslSessionContext.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/CipherSuiteFilter.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSslX509Certificate.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSsl.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/SslContext.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1.jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io.netty.handler/stream/ChunkedNioStream.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io.netty.handler/timeout/IdleStateHandler.java

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* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/OpenSslCertificateException.java
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*/
jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-
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  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/PseudoRandomFunction.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/address/package-info.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
  * /opt/ws_local/PERMITS_SQL/1072871132_1595214674.28/0/netty-handler-4-1-42-final-sources-1-jar/io/netty/handler/address/DynamicAddressConnectHandler.java

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1.680 sqlite 3.30.1

1.681 babel-plugin-transform-es2015-spread 6.22.0 6.22.0

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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/AddressGenericDivision.java
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1.698 javassist 3.22.0-GA
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jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/compiler/TokenId.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/Loader.java
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* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/expr/FieldAccess.java
* /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-jar/javassist/bytecode/ClassFilePrinter.java
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 * jar/javassist/bytecode/annotation/AnnotationMemberValue.java
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 * jar/javassist/bytecode/annotation/FloatMemberValue.java
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 * jar/javassist/bytecode/annotation/ClassMemberValue.java
 * /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
 * jar/javassist/bytecode/annotation/CharMemberValue.java
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 * jar/javassist/bytecode/annotation/ShortMemberValue.java
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 * jar/javassist/bytecode/annotation/EnumMemberValue.java
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 * jar/javassist/bytecode/annotation/ArrayMemberValue.java
 * /opt/cola/permits/1136405427_1613762483.76/0/javassist-3-22-0-ga-sources-4-
 * jar/javassist/bytecode/annotation/ByteMemberValue.java
 */
1.699 script-manager 0.10.2

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1.700 remove-trailing-separator 1.1.0

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1.702 jsonify 0.0.0
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# jsonify

This module provides Douglas Crockford's JSON implementation without modifying
any globals.

`stringify` and `parse` are merely exported without respect to whether or not a
global `JSON` object exists.
# methods

``` js
var json = require('jsonify');
```

## json.parse(source, reviver)

Return a new javascript object from a parse of the `source` string.

If a `reviver` function is specified, walk the structure passing each name/value pair to `reviver.call(parent, key, value)` to transform the `value` before parsing it.

## json.stringify(value, replacer, space)

Return a string representation for `value`.

If `replacer` is specified, walk the structure passing each name/value pair to `replacer.call(parent, key, value)` to transform the `value` before stringifying it.

If `space` is a number, indent the result by that many spaces.
If `space` is a string, use `space` as the indentation.

# install

With [npm](http://npmjs.org) do:

```
npm install jsonify
```

To use this module in the browser, check out [browserify](https://github.com/substack/node-browserify).

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* /opt/cola/permits/1108587829_1609900447.26/0/jsonify-master-zip/jsonify-master/readme.markdown
1.703 querystringify 2.2.0

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1.704 es-abstract 1.18.0

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1.705 eslint-import-resolver-node 0.3.4

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1.706 object-assign 4.1.0 4.1.0

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1.707 junit-platform-engine 1.7.0

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1.722 duplexify 3.7.1 3.7.1

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* /opt/cola/permits/1145449543_1616156406.95/0/netty-transport-4-1-59-final-1-jar/META-INF/native-image/io.netty/transport/native-image.properties

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Manifest-Version: 1.0
Implementation-Title: Netty/Transport
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.transport
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.59.Final
Built-By: root
Bnd-LastModified: 1612782105444
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)";io.netty.resolver;version="[4.1,5)";io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";sun.nio.ch;resolution:=optional;org.eclipse.jetty.npn;version="[1,2)";resolution:=optional;org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project

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Open Source Used In DNAC Platform Antelope 2422
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.59.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport/

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1.742 jackson-jaxrs-base 2.8.4

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1.745 eslint 3.19.0

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1.748 netty-handler-proxy 4.1.42.Final

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871204_1595214741.64/0/netty-handler-proxy-4.1.42-final-sources-1-
jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml

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* /opt/ws_local/PERMITS_SQL/1072871204_1595214741.64/0/netty-handler-proxy-4-1-42-final-sources-1.jar/io/netty/handler/proxy/HttpProxyHandler.java
* /opt/ws_local/PERMITS_SQL/1072871204_1595214741.64/0/netty-handler-proxy-4-1-42-final-sources-1.jar/io/netty/handler/proxy/package-info.java
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1.756 babel-preset-env 1.7.0 1.7.0

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1.758 react-textarea-autosize 6.1.0

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# Jackson JSON processor

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

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A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.

Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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<link rel="shortcut icon" href="/favicons/favicon.ico">
<meta name="msapplication-TileColor" content="#603cba">
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</head>

<body>

<!-- Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo; <a href="/licenses/">Licenses</a></div>
<ul class="nav navbar-nav navbar-right">
<li class="dropdown">
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
<ul class="dropdown-menu" role="menu">
<li><a href="/foundation/">Overview</a></li>
<li><a href="/foundation/members.html">Members</a></li>
<li><a href="/foundation/how-it-works.html">Process</a></li>
<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
<li><a href="/foundation/glossary.html">Glossary</a></li>
</ul>
</li>
</ul>
</div>
</div>
</nav>
</header>

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mkdir /tmp/overrides
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -> /tmp/overrides
<!DOCTYPE html PUBLIC "-/W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
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</head>

<body>

<!– Navigation -->

<header>

<nav class="navbar navbar-default navbar-fixed-top">

<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

<span class="sr-only">Toggle navigation</span>

<span class="icon-bar"></span>

<span class="icon-bar"></span>

<span class="icon-bar"></span>

</button>

<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a>&nbsp;&raquo&nbsp;<a href="/licenses/">Licenses</a></div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>

<ul class="dropdown-menu" role="menu">

<li><a href="/foundation/">Overview</a></li>

<li><a href="/foundation/members.html">Members</a></li>

<li><a href="/foundation/how-it-works.html">Process</a></li>

<li><a href="/foundation/sponsorship.html">Sponsorship</a></li>

<li><a href="/foundation/glossary.html">Glossary</a></li>

<li><a href="/foundation/preFAQ.html">FAQ</a></li>

<li><a href="/foundation/contact.html">Contact</a></li>

</ul>

</li>

<li><a href="/index.html#projects-list">Projects</a></li>

<li class="dropdown">

<a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>

<ul class="dropdown-menu" role="menu">

<li><a href="http://people.apache.org/">Overview</a></li>


<li><a href="/foundation/how-it-works.html#meritocracy">Meritocracy</a></li>

<li><a href="/foundation/how-it-works.html#roles">Roles</a></li>

<li><a href="http://planet.apache.org/">Planet Apache</a></li>

</ul>

</li>

</ul>

</div>

</div>

</nav>

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1.767 protobuf-java-util 3.13.0

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Built-By: acozzette
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1.786 listener-collection 1.2.0

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1.787 @babel/helper-hoist-variables 7.13.0

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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
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 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {@code TCP_QUICKACK} option on the socket.
 * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a> for more details.
 */

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* /opt/cola/permissions/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java

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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/netty_epoll_native.c
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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollChannelOption.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/AbstractEpollChannel.java
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* /opt/cola/permits/1136534488_1613780692.52/0/netty-transport-native-epoll-4-1-59-final-sources-jar/io/netty/channel/epoll/EpollEventLoop.java
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1.789 librest 0.7.93-1
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/LastMemcacheContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/binary/DefaultBinaryMemcacheRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/binary/AbstractBinaryMemcacheMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/LastMemcacheContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheServerCodec.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/memcache/binary/BinaryMemcacheRequestDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/rxtx/RxtxClient.java
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jar/io/netty/buffer/WrappedByteBuf.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codecs/memcache/binary/BinaryMemcacheRequest.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/DefaultFutureListeners.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codecs/memcache/MemcacheMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/package-info.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/code/spdy/DefaultSpdyStreamFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/FixedCompositeByteBuf.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/ReadOnlyByteBufferBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/PendingWrite.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/code/spdy/DefaultSpdyGoAwayFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/ThreadPerTaskExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/code/spdy/SpdyStreamStatus.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/code/socks/SocksRequestType.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/DefaultThreadFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/group/ChannelGroup.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocket13FrameDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/websocketx/WebSocket08FrameDecoder.java

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  jar/io/netty/buffer/search/KmpSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/http2/helloworld/frame/client/Http2ClientFrameInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/example/http2/helloworld/frame/client/Http2Client.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/BitapSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/AhoCorasicSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/SearchProcessorFactory.java
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  jar/io/netty/example/http2/helloworld/frame/client/Http2ClientStreamFrameResponseHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/MultiSearchProcessor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/SearchProcessor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/buffer/search/MultiSearchProcessorFactory.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/haproxy/HAPProxyServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/StacklessClosedChannelException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/multipart/DeleteFileOnExitHook.java
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- FingerprintTrustManagerFactoryBuilder.java
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// https://tools.ietf.org/html/rfc7540#section-8.1.2.2 makes a special exception for TE

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```java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/websocketx/WebSocket00FrameDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/MaxCapacityQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatBrokerHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ExtendedClosedChannelException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/macOS/DnsResolver.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DirContextUtils.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsAddressResolveContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsCnameCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/OpenSslSession.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DnsRecordResolveContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/channel/socket/nio/NioChannelOption.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/SslCertificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/Cache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/NoopDnsCnameCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/DefaultDnsCnameCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/internal/SuppressJava6Requirement.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/DnsAddressDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java

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/**
 * Set the `{code TCP_MD5SIG}` option on the socket. See `{code linux/tcp.h}` for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/JdkSslEngine.java
jar/io/netty/example/spdy/server/SpdyServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websockets/extensions/WebSocketClientExtensionHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/PemReader.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollTcpInfo.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/spdy/server/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websockets/extensions/compression/PerMessageDeflateServerExtensionHandshaker.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/xml/XmlElementStart.java

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  jar/io/netty/handler/codec/HttpServerUpgradeHandler.java
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  jar/io/netty/handler/codec/http2/Http2ConnectionHandler.java
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  jar/io/netty/util/collection/ShortObjectMap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http2/Http2DataWriter.java
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  jar/io/netty/handler/codec/http2/Http2FrameAdapter.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/worldclock/WorldClockProtocol.proto
jar/io/netty/example/redis/RedisClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/redis/RedisMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/helloworld/frame/server/HelloWorldHttp2Handler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/redis/ErrorRedisMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/redis/SimpleStringRedisMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/internal/logging/Log4JLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/internal/logging/CommonsLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/internal/logging/InternalLogger.java
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  jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/SniCompletionEvent.java
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  jar/io/netty/handler/ssl/SslCompletionEvent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
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  jar/io/netty/handler/ssl/OcspClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/SSLHandshakeCompleteEvent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/ssl/OcspResponse.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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  jar/io/netty/handler/ssl/SSLHandshakeCompleteEvent.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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  jar/io/netty/handler/ssl/SSLHandshakeCompleteEvent.java
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  jar/io/netty/handle...
jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/NettyRuntime.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/ObjectCleaner.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2StreamChannelBootstrap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/Ocsp/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/HttpServerExpectContinueHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/HttpBuffers.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/UnixChannelUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2StreamChannelId.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageBuilders.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/LoggingDnsQueryLifecycleObserver.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodTask.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLTask.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodDecryptTask.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/CertificateCallbackTask.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethodSignTask.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/SSLPrivateKeyMethod.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/rtsp/RtspRequestDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/multipart/FileUpload.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/socksproxy/SocksServerConnectHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http/file/HttpStaticFileServerHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/PooledDirectByteBuf.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/PooledByteBufAllocator.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/DefaultChannelConfig.java
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*/
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * <p>
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * <pre>
 * <b>lengthFieldOffset</b>   = <b>0</b>
 * <b>lengthFieldLength</b>   = <b>2</b>
 * lengthAdjustment    = 0
 * initialBytesToStrip = 0 (= do not strip header)
 * </pre>
 * 
 * BEFORE DECODE (14 bytes)      AFTER DECODE (14 bytes)
 * +--------+----------------+----->+--------+----------------+
 * | Length | Actual Content |---->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" |   | 0x000C | "HELLO, WORLD" |
 * +--------+----------------+----->+--------+----------------+
 * 
 * <h3>2 bytes length field at offset 0, strip header</h3>
 * <p>
 * Because we can get the length of the content by calling
 * {@link ByteBuf#readableBytes()}, you might want to strip the length
 * field by specifying <tt>initialBytesToStrip</tt>. In this example, we
 * specified <tt>2</tt>, that is same with the length of the length field, to
 * strip the first two bytes.
 * <pre>
 * lengthFieldOffset = 0
 * lengthFieldLength = 2
In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero lengthAdjustment. Because the length value in this example message is always greater than the body length by 2, we specify -2 as compensation.

```
lengthFieldOffset   =  0
lengthFieldLength   =  2
lengthAdjustment    = 0
initialBytesToStrip = 0
```

```
BEFORE DECODE (14 bytes)      AFTER DECODE (14 bytes)
+--------+----------------+      +--------+----------------+
| Length | Actual Content |----->| Length | Actual Content |
| 0x000C | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+
</pre>

3 bytes length field at the end of 5 bytes header, do not strip header

```
<tt>lengthFieldOffset</tt>   = <b>2</b> (= the length of Header 1)
<tt>lengthFieldLength</tt>   = <b>3</b>
<tt>lengthAdjustment</tt>    = 0
<tt>initialBytesToStrip</tt> = 0
```

```
BEFORE DECODE (17 bytes)      AFTER DECODE (17 bytes)
+----------+----------+----------------+      +----------+----------+----------------+
| Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
+----------+----------+----------------+      +----------+----------+----------------+
</pre>

The following message is a simple variation of the first example. An extra header value is prepended to the message. <tt>lengthAdjustment</tt> is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.
This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive \texttt{lengthAdjustment} so that the decoder counts the extra header into the frame length calculation.

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the \texttt{lengthFieldOffset} and the extra header affects the \texttt{lengthAdjustment}. We also specified a non-zero \texttt{initialBytesToStrip} to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify \texttt{0} for \texttt{initialBytesToSkip}.

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the \texttt{lengthFieldOffset} and the extra header affects the \texttt{lengthAdjustment}. We also specified a non-zero \texttt{initialBytesToStrip} to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify \texttt{0} for \texttt{initialBytesToSkip}.
Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example. We have to count the length of HDR1 and Length into \texttt{lengthAdjustment}. Please note that we don't need to take the length of HDR2 into account because the length field already includes the whole header length.

| lengthFieldOffset | 1 |
| lengthFieldLength | 2 |
| \texttt{lengthAdjustment} | \texttt{-3} (= the length of HDR1 + LEN, negative) |
| \texttt{initialBytesToStrip} | 3 |

\begin{verbatim}
\textbf{BEFORE DECODE (16 bytes)}
\textbf{AFTER DECODE (13 bytes)}
\end{verbatim}

| HDR1 | Length | HDR2 | Actual Content |
| 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |
| 0xCE | 0x0010 | 0xFE | "HELLO, WORLD" |

*/

---

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jar/io/netty/channel/unix/ServerDomainSocketChannel.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/HttpToHttp2ConnectionHandlerBuilder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/sctp/multihoming/SctpMultiHomingEchoServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DnsRawRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DnsQuery.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DnsSection.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
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 */
/**
 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the { @code TCP_QUICKACK} option on the socket.
 * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
*/

Found in path(s):
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2ControlFrameLimitEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2EmptyDataFrameConnectionDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2SettingsReceivedConsumer.java
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* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its [@link ChannelPipeline].

* <h3>Sub-types</h3>
* <p>
* [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
* subtypes:
* <ul>
* <li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
* <li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
* <li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
* <li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>

* * <h3>The context object</h3>
* <p>
* A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext] object. A [@link ChannelHandler] is supposed to interact with the
* [@link ChannelPipeline] it belongs to via a context object. Using the context object, the [@link ChannelHandler] can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using [@link AttributeKey]s) which is specific to the handler.
* </p>

* * <h3>State management</h3>
* 
* A [@link ChannelHandler] often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
* </pre>

* public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; { 
* 
*     <b>private boolean loggedIn;</b>
* 
* }
Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:

```java
public class DataServerInitializer extends ChannelInitializer<Channel> {
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}
```

**Using @link AttributeKey**s

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use `AttributeKey` s which is provided by

```java
public interface Message {
    // your methods here
}
```

```java
public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private final AttributeKey<Thread> auth = AttributeKey.valueOf("auth");
}
```
* { @code @Override}
* public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*     { @link Attribute} &lt;{ @link Boolean} &gt; attr = ctx.attr(auth);
*     if (message instanceof LoginMessage) {
*         authenticate((LoginMessage) o);
*         &lt;b&gt;attr.set(true)&lt;/b&gt;;
*     } else (message instanceof GetDataMessage) {
*         if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {
*             ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*         } else {
*             fail();
*         }
*     }
*     ...
* }
* &lt;/pre&gt;
* Now that the state of the handler is attached to the { @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* &lt;pre&gt;
* public class DataServerInitializer extends { @link ChannelInitializer} &lt;{ @link Channel} &gt; {
*     
*     private static final DataServerHandler &lt;b&gt;SHARED&lt;/b&gt; = new DataServerHandler();
*     
*     { @code @Override}
*     public void initChannel({ @link Channel} channel) {
*         channel.pipeline().addLast("handler", &lt;b&gt;SHARED&lt;/b&gt;);
*     }
* &lt;/pre&gt;
* 
* 
* &lt;h4&gt;The { @code @Sharable} annotation&lt;/h4&gt;
* &lt;p&gt;
* In the example above which used an { @link AttributeKey},
* you might have noticed the { @code @Sharable} annotation.
* &lt;p&gt;
* If a { @link ChannelHandler} is annotated with the { @code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more { @link ChannelPipeline}s multiple times without
* a race condition.
* &lt;p&gt;
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* &lt;p&gt;
* This annotation is provided for documentation purpose, just like
* 
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the [@link ChannelHandler], and
* [@link ChannelPipeline] to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/ocsp/OcspClientExample.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/ocsp/OcspServerExample.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/ocsp/Digester.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/ocsp/OcspUtils.java

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 */
/**
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/"">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>
 * */

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/ResourcesUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/internal/tcnative/SessionTicketKey.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DecoratingHttp2ConnectionDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/AbstractInboundHttp2ToHttpAdapterBuilder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/Http2PromisedRequestVerifier.java
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jar/io/netty/handler/codec/http2/Http2StreamVisitor.java
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jar/io/netty/channel/CoalescingBufferQueue.java
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jar/io/netty/util/concurrent/FastThreadLocalRunnable.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/internal/tcnative/SSLSession.java
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*/

Found in path(s):
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/websocketx/WebSocketChunkedInput.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/concurrent/PromiseCombiner.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/PemEncoded.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/IntSupplier.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/smtp/package-info.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/smtp/package-info.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/kqueue/AcceptFilter.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/haproxy/HAProxySSLTLV.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ChannelOutboundInvoker.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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jar/io/netty/handler/codec/dns/DefaultDnsPtrRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/DomainNameMappingBuilder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/http2/Http2MultiplexCodec.java
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  jar/io/netty/handler/codec/http2/InboundHttpToHttp2Adapter.java
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  jar/io/netty/util/concurrent/OrderedEventExecutor.java
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  jar/io/netty/handler/ssl/PemPrivateKey.java
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  jar/io/netty/handler/codec/http2/Http2DataFrame.java
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  jar/io/netty/util/internal/logging/Log4J2LoggerFactory.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Visitor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/LoaderClassPath.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ArrayInit.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SignatureAttribute.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/CtNewWrappedMethod.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Type.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/SyntheticAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/expr/ExprEditor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ProceedHandler.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/AnnotationDefaultAttribute.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/MethodDecl.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/CompileError.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapAgent.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/InnerClassesAttribute.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/web/ProxyObject.java
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jar/javassist/bytecode/LongVector.java
* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/ CastExpr.java
* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/DeprecateAttribute.java
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jar/javassist/convert/TransformNew.java
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jar/javassist/scopedpool/ScopedClassPoolRepository.java
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jar/javassist/compiler/NoFieldException.java
* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/SyntaxError.java
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jar/javassist/compiler/TokenId.java
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jar/javassist/compiler/Util/RunTimeSupport.java
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* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/convert/TransformWriteField.java
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jar/javassist/CtNewConstructor.java
* /opt/ cola/ permits/ 1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/ConstPool.java
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jar/javassist/bytecode/analysis/MultiType.java

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1.jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1.jar/javassist/bytecode/annotation/ByteMemberValue.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1.jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1.jar/javassist/bytecode/annotation/FloatMemberValue.java
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1.jar/javassist/bytecode/annotation/AnnotationMemberValue.java
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  jar/io/netty/handler/codehttp/ReadOnlyHttpHeaders.java
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  jar/io/netty/handler/codehttp/HttpServerExpectContinueHandler.java
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  jar/io/netty/handler/codehttp/websocketx/WebSocketScheme.java
* /opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
  jar/io/netty/handler/codehttp/websocketx/ContinuationWebSocketFrame.java
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* /opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
jar/io/netty/handler/codec/HttpServerUpgradeHandler.java

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* /opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/cookie/ClientCookieDecoder.java
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  jar/io/netty/handler/codec/cookie/CookieCodec.java
* /opt/ws_local/PERMITS_SQL/1072871240_1595214773.59/0/netty-codec-http-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/cookie/CookieHeaderNames.java
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  jar/io/netty/handler/codec/cookie/DefaultCookie.java
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1.834 babel-plugin-syntax-async-functions

6.13.0 6.13.0

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1.838 twill-api 0.6.0-incubating

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jar/org/apache/twill/api/ResourceReport.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/logging/PrinterLogHandler.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/logging/LogEntry.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/EventHandlerContext.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/TwillRunnerService.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/logging/package-info.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/TwillRunnableSpecification.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/ElectionHandler.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/api/TwillApplication.java
* /opt/cola/permits/1137746702_1614121526.26/0/twill-api-0-6-0-incubating-sources-3-
jar/org/apache/twill/internal/DefaultTwillRunResources.java

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 * Abstract: The main routine
 * ...
 */

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/*
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/*

For hadoop-common-project/hadoop-common/src/main/native/gtest

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nodemanager/src/main/native/container-executor/impl/compat/\{fstatat|openat|unlinkat\}.h:

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/util/concurrent/ClosingFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/Traverser.java
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jar/com/google/common/primitives/Platform.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/util/concurrent/Internal.java
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jar/com/google/common/net/InternetDomainName.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/base/Splitter.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/escape/Platform.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/hash/Striped64.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/Striped64.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/hash/Striped64.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/cache/Striped64.java
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 * Holder for web specializations of methods of { @code Doubles }. Intended to be empty for regular
 * version.
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jar/com/google/common/collection/SortedMapDifference.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RowSortedTable.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/IncidentEdgeSet.java

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

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

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/*
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jar/com/google/common/collect/Hashing.java

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 */

/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Count.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableSortedMultiset.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Collections.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Collectors.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/CollectSpliterators.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingLock.java

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

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/RegularImmutableMultiset.java

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jar/com/google/common/collect/ImmutableTable.java
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jar/com/google/common/collect/ImmutableSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/SingletonImmutableTable.java
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jar/com/google/common/collect/ImmutableEnumSet.java
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jar/com/google/common/collect/AbstractIndexedListIterator.java
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jar/com/google/common/collect/ImmutableSortedSetFauxvrideShim.java
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jar/com/google/common/collect/ComputationException.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/ComparisonChain.java
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*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODo(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
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 */
/**
 * Holder for web specializations of methods of {Ints. Intended to be empty for regular
 * version.
 */

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jar/com/google/common/collect/ForwardingImmutableMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/TreeTraverser.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/RegularImmutableAsList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/AbstractNavigableMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/CompactLinkedHashSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/AbstractMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/FilteredMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ForwardingBlockingDeque.java
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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Multisets.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ReverseNaturalOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractSortedSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/LinkedListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingConcurrentMap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingObject.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Iterables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Lists.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SortedSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ConcurrentHashMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/NullsLastOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractBiMap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingSortedSet.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractIterator.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractMapBasedMultiset.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collection/IndexedImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/JdkBackedImmutableMap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/annotations/VisibleForTesting.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/escape/CharEscaperBuilder.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/util/concurrent/ListenerCallQueue.java

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 */

/**
 * Holder for web specializations of methods of [@code Shorts]. Intended to be empty for regular
 * version.
 */

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jar/com/google/common/primitives/ShortsMethodsForWeb.java

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jar/com/google/common/collect/SortedMultisets.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/SortedMultiset.java
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 */

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

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

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  jar/com/google/common/primitives/Doubles.java
Open Source Used In DNAC Platform Antelope 2890

* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Converter.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/Bytes.java

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

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources.jar/com/google/common/collect/ImmutableMapEntry.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/PatternCompiler.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/JdkPattern.java

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jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/ForwardingNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/CollectCollectors.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/DirectedMultiNetworkConnections.java
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jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/StandardMutableGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/ImmutableValueGraph.java
*/opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
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jar/com/google/common/graph/ValueGraphBuilder.java
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jar/com/google/common/graph/EndpointPairIterator.java
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jar/com/google/common/graph/DirectedGraphConnections.java
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jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
*/opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/graph/ForwardingGraph.java
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jar/com/google/common/graph/AbstractValueGraph.java
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jar/com/google/common/graph/ElementOrder.java
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jar/com/google/common/graph/GraphBuilder.java
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jar/com/google/common/graph/GraphConnections.java
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jar/com/google/common/graph/UndirectedGraphConnections.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/ToDoubleRounder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/FinalizableSoftReference.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/io/MultiInputStream.java
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jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/EnumMultiset.java
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info.java
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jar/com/google/common/base/Charsets.java
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jar/com/google/common/base/Objects.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/io/LittleEndianDataOutputStream.java
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1.857 sindresorhus-is 0.14.0

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1.858 nimbus-jose-jwt 7.9

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1.859 jackson-annotations 2.11.1

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1.861 has-own-deep 1.1.0

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1.862 commons-pool 1.6

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1.866 stream-shift 1.0.1 1.0.1

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1.867 extend 3.0.2 3.0.2

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1.868 component-bind 1.0.0

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1.869 performance-now 2.1.0

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1.870 glob 7.1.6

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### 1.871 path-parse 1.0.6
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1.873 netty 4.0.48.Final

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1.874 babel-core 6.26.3

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1.875 jsreport-pdfjs 0.5.1

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/MessageToByteEncoder.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/string/StringDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/string/package-info.java
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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/DecoderException.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/MessageAggregator.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1.jar/io/netty/handler/codec/DelimiterBasedFrameDecoder.java

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/**
* A decoder that splits the received @link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* <p>
* @link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
* 
* <h3>2 bytes length field at offset 0, do not strip header</h3>
* 
* The value of the length field in this example is \texttt{12 (0x0C)} which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* 
* BEFORE DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* +--------+----------------+      +--------+----------------+
* \texttt{0x000C | "HELLO, WORLD" | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+}
* 
* AFTER DECODE (14 bytes)
* 
* <h3>2 bytes length field at offset 0, strip header</h3>
* 
* Because we can get the length of the content by calling
* @link ByteBuf#readableBytes\}}, you might want to strip the length
* field by specifying `<tt>initialBytesToStrip</tt>`. In this example, we
* specified `<tt>2</tt>`, that is same with the length of the length field, to
* strip the first two bytes.
* `<pre>
* lengthFieldOffset  = 0
* lengthFieldLength  = 2
* lengthAdjustment   = 0
* `<b>initialBytesToStrip</b>` = `<b>2</b>` (= the length of the Length field)
* 
* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>
* *
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
* *
* * In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* `<tt>lengthAdjustment</tt>`. Because the length value in this example message
* is always greater than the body length by `<tt>2</tt>`, we specify `<tt>-2</tt>`
* as `<tt>lengthAdjustment</tt>` for compensation.
* `<pre>
* lengthFieldOffset  = 0
* lengthFieldLength  = 2
* `<b>lengthAdjustment</b>` = `<b>-2</b>` (= the length of the Length field)
* initialBytesToStrip = 0
* 
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
* *
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
* *
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* `<pre>
* `<b>lengthFieldOffset</b>` = `<b>2</b>` (= the length of Header 1)
* `<b>lengthFieldLength</b>` = `<b>3</b>`
* lengthAdjustment = 0
* initialBytesToStrip = 0

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +-------------------------------------+-------------------------------------+
* | Header 1 | Length | Actual Content |----->| Header 1 | Length | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +-------------------------------------+-------------------------------------+
* </pre>

* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>

* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.

* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +-------------------------------------+-------------------------------------+
* |  Length | Header 1 | Actual Content |----->|  Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE  | "HELLO, WORLD" |      | 0x00000C | 0xCAFE  | "HELLO, WORLD" |
* +-------------------------------------+-------------------------------------+
* </pre>

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
     strip the first header field and the length field</h3>

* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.

* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)

* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-------------------------------+------------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* +-------------------------------+------------------+
2 bytes length field at offset 1 in the middle of 4 bytes header,
strip the first header field and the length field, the length field
represents the length of the whole message

Let's give another twist to the previous example. The only difference from
the previous example is that the length field represents the length of the
whole message instead of the message body, just like the third example.
We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
Please note that we don't need to take the length of HDR2 into account
because the length field already includes the whole header length.

lengthFieldOffset = 1
lengthFieldLength = 2
<br>lengthAdjustment = <b>-3</b> (= the length of HDR1 + LEN, negative)
initialBytesToStrip = <b>3</b>

BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
+----------+--------+----------+----------------+------+
| HDR1 | Length | HDR2 | Actual Content | HDR2 | Actual Content |
| 0xCA | 0x10   | 0xFE  | "HELLO, WORLD" | 0xFE | "HELLO, WORLD" |
+----------+--------+----------+----------------+------+
<br>initialBytesToStrip = <b>3</b>

@see LengthFieldPrepender
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/HeadersUtils.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java

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** Enumeration of supported Base64 dialects.
  * <p>
  * The internal lookup tables in this class has been derived from
*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/base64/Base64Dialect.java

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* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/compression/LzmaFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/compression/Crc32.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
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*/
/**
** Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
* The encoding and decoding algorithm in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871266_1595214869.21/0/netty-codec-4-1-42-final-sources-1-
  jar/io/netty/handler/codec/base64/Base64.java

1.879 to-regex-range 2.1.1
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

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

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

Some other contributors:

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

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

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1.896 normalize-package-data 2.5.0

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1.897 chai 4.3.4

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1.898 object-visit 1.0.1

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1.899 backport-util-concurrent 3.1

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1.900 set-blocking 2.0.0

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1.901 ws 1.1.1 1.1.1
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1.905 zlib 1.2.5

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 */
/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * { @link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor) }
 * version.
 *
 * @param owner
 * the owner's class name.
 *
 */
* be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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*/
/**
 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
* the method's access flags (see [@link Opcodes]).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see [@link Type Type]).
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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 */
/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])]
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 *
 * @param access
 * the method's access flags (see [@link Opcodes]). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 *
 * @param name
 * the method's name.
 *
 * @param desc
 * the method's descriptor (see [@link Type]).
* @param signature
* the method's signature. May be null.
* @param exceptions
* the internal names of the method's exception classes (see
* { @link Type#getInternalName() getInternalName }). May be
* null.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

/**
 * Constructs a new { @link LocalVariableAnnotationNode }. Subclasses must
 * not use this constructor. Instead, they must use the
 * { @link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 */
* version.
* 
* @param typeRef
*    a reference to the annotated type. See {@link TypeReference}.
* @param typePath
*    the path to the annotated type argument, wildcard bound, array
*    element type, or static inner type within 'typeRef'. May be
*    <tt>null</tt> if the annotation targets 'typeRef' as a whole.
* @param start
*    the first instructions corresponding to the continuous ranges
*    that make the scope of this local variable (inclusive).
* @param end
*    the last instructions corresponding to the continuous ranges
*    that make the scope of this local variable (exclusive). This
*    array must have the same size as the 'start' array.
* @param index
*    the local variable's index in each range. This array must have
*    the same size as the 'start' array.
* @param desc
*    the class descriptor of the annotation class.
*/

Found in path(s):
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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 */
/**
 * Constructs a new {@link Textifier}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #Textifier(int)}
 * version.
 *
 * @throws IllegalStateException
 *     If a subclass calls this constructor.
 */

Found in path(s):
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Constructs a new \texttt{ClassNode}. <i>Subclasses must not use this constructor</i>. Instead, they must use the \texttt{ClassNode(int)} version.

@throws IllegalStateException
If a subclass calls this constructor.

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*/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXAdapter.java
*/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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package org.apache.xalan;

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

public class Version {

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 * Futurework: have this read version info from jar manifest.
 * @return String denoting our current version
 */

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

/**
 * Print the processor version to the command line.
 * @param argv command line arguments, unused.
 */

public static void main(String argv[]) {
    System.out.println(getVersion());
}
/**
 * Name of product: Xalan.
 */
public static String getProduct()
{
    return "Xalan";
}

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

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

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}
/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */
public static int getDevelopmentVersionNum()
{
    try {
        if (((new String("@version.DEVELOPER@"))).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}

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

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

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 */

/*
 * $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
 */

package org.apache.xml.serializer;

/**
 * Administrative class to keep track of the version number of
 * the Serializer release.
 * This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information.<P>
 * @xsl.usage general
 */

public final class Version
{

/**
 * Get the basic version string for the current Serializer.
 * Version String formatted like
 * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn"]</CODE>.  
 * Futurework: have this read version info from jar manifest.
 *
 * @return String denoting our current version
 */

public static String getVersion()
{
}

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

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

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

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static int getMajorVersionNum()
{
    return @version.VERSION@;
/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */
public static int getDevelopmentVersionNum()
{
try {
    if ((new String("@version.DEVELOPER@")).length() == 0)
        return 0;
    else
        return Integer.parseInt("@version.DEVELOPER@");
} catch (NumberFormatException nfe) {
    return 0;
}

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.java
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*/
// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/res/XSLTInfo.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_unknown.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/HTMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/output_html.properties
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 */
package org.apache.xalan.xslt.compiler;

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

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

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

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

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

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

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

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

public int getLineNumber() {
    return _lineNumber;
}

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

public QName getQName(String namespace, String prefix, String localname) {
    return _parser.getQName(namespace, prefix, localname);
}

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

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

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

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "*[uri]::*" and "*[uri]:@*". The last two
 * patterns are expanded as "*[namespace-uri() = 'uri']::*" and
 * "*[namespace-uri() = 'uri']:@*", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
    int nodeType;
    if (test == null) { // ".*
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE : 
            (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    }
    else if (test instanceof Integer) {
        nodeType = ((Integer) test).intValue();
    } else {
        QName name = (QName)test;
        boolean setPriority = false;
        if (axis == Axis.NAMESPACE) {
            nodeType = (name.toString().equals("*")) ? -1 
                : _xslt.registerNamespacePrefix(name);;
        } else {
            final String uri = name.getNamespace();
            final String local = name.getLocalPart();
            final QName namespace_uri = 
                _parser.getQNameIgnoreDefaultNs("namespace-uri");
            // Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
            if (uri != null && (local.equals("*") || local.equals("@*"))) {
                if (predicates == null) {
                    predicates = new Vector(2);
                    // Priority is set by hand if no other predicates exist
                    setPriority = (predicates.size() == 0);
                }
                predicates.add(
                    new Predicate(
                        new EqualityExpr(Operators.EQ,
                            new NamespaceUriCall(namespace_uri),
                            new LiteralExpr(uri))));
            }
            if (local.equals("*")) {
                nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE 
                    : NodeTest.ELEMENT;
            }
        }
    }
else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
}
else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xslt.registerAttribute(name) : _xslt.registerElement(name);
}

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

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

return result;

public int findNodeType(int axis, Object test) {
if (test == null) { // *
    return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE:
        (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
}
else if (test instanceof Integer) {
    return ((Integer)test).intValue();
}
else {
    QName name = (QName)test;

    if (axis == Axis.NAMESPACE) {
        return (name.toString().equals("*") ? -1 : _xslt.registerNamespacePrefix(name));
    }
    if (name.getNamespace() == null) {
        final String local = name.getLocalPart();

        if (local.equals("*") {
            return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE : NodeTest.ELEMENT;
        }
    }
    return NodeTest.ATTRIBUTE;
}
return (axis == Axis.ATTRIBUTE) ? _xslt.registerAttribute(name) : _xslt.registerElement(name);
}

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

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

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

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

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    }
    else if (rlp instanceof ParentLocationPath) {
        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    }
    else {
        addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
        return rlp;
    }
}

/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
    return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
            axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTER, ANCESTORORSELF, DESCENDANT;
terminal DESCendantOrSelf, FOLLOWING, FOLLOWINGSibling, Namespace, Preceding;
terminal Double REAL;
terminal Long INT;
terminal Pattern, Expression;

non terminal SyntaxTreeNode TopLevel;

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

non terminal Object NodeTest, NameTest;

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

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

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

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

start with TopLevel;

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

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

Pattern ::= LocationPathPattern:lpp |
{ : RESULT = lpp; : }

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

LocationPathPattern ::= SLASH |
{ : RESULT = new AbsolutePathPattern(null); : }

| SLASH RelativePathPattern:rpp |
{ : RESULT = new AbsolutePathPattern(rpp); : }

| IdKeyPattern:ikp |
{ : RESULT = ikp; : }

| IdKeyPattern:ikp SLASH RelativePathPattern:rpp |
{ : RESULT = new ParentPattern(ikp, rpp); : }

| IdKeyPattern:ikp DSLASH RelativePathPattern:rpp |
{ : RESULT = new AncestorPattern(ikp, rpp); : }

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

| RelativePathPattern:rpp |
{ : RESULT = rpp; : }

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

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

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

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

| StepPattern:sp SLASH RelativePathPattern:rpp
\[ \text{RESULT} = \text{new ParentPattern}(\text{sp}, \text{rpp}); \]

\[ \text{StepPattern} : \text{sp DSLASH RelativePathPattern} : \text{rpp} \]
\[ \{ : \text{RESULT} = \text{new AncestorPattern}(\text{sp}, \text{rpp}); \} ; \]

\textbf{StepPattern ::= NodeTestPattern} : \text{nt}  
\[ : \]
\textbf{RESULT} = \text{parser.createStepPattern(Axis.CHILD, nt, null)};
\[ : \]

\[ \{ : \text{RESULT} = \text{parser.createStepPattern(Axis.CHILD, nt, pp)}; \} ; \]

\[ \{ : \text{RESULT} = \text{parser.createStepPattern(Axis.CHILD, nt, pp)}; \} ; \]

\[ \{ : \text{RESULT} = \text{pip}; \} ; \]

\[ \{ : \text{RESULT} = (\text{ProcessingInstructionPattern})\text{pip.setPredicates(pp)}; \} ; \]

\[ \{ : \text{RESULT} = \text{parser.createStepPattern(axis.intValue(), nt, null)}; \} ; \]

\[ \{ : \text{RESULT} = \text{parser.createStepPattern(axis.intValue(), nt, pp)}; \} ; \]

\[ \{ : \text{RESULT} = \text{pip}; // \text{TODO: report error if axis is attribute} \} ; \]

\[ \{ : \text{RESULT} = (\text{ProcessingInstructionPattern})\text{pip.setPredicates(pp)}; \} ; \]

\textbf{NodeTestPattern ::= NameTestPattern} : \text{nt}  
\[ : \]

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

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

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

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

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

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

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

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

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

Predicates ::= Predicate:p
{ :
Vector temp = new Vector();
temp.addElement(p);
RESULT = temp;
: }

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

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

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

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

OrExpr ::= AndExpr:ae
{ : RESULT = ae; : }
<table>
<thead>
<tr>
<th>OrExpr:oe OR AndExpr:ae</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae);</td>
</tr>
</tbody>
</table>

AndExpr ::= EqualityExpr:e |
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = e;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AndExpr:ae AND EqualityExpr:ee</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee);</td>
</tr>
</tbody>
</table>

EqualityExpr ::= RelationalExpr:re |
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = re;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>EqualityExpr:ee EQ RelationalExpr:re</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new EqualityExpr(Operators.EQ, ee, re);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>EqualityExpr:ee NE RelationalExpr:re</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new EqualityExpr(Operators.NE, ee, re);</td>
</tr>
</tbody>
</table>

RelationalExpr ::= AdditiveExpr:ae |
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = ae;</td>
</tr>
</tbody>
</table>

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

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

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

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

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

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

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

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

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

| MultiplicativeExpr:me MOD UnaryExpr:ue
{| : RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); : |}

UnaryExpr ::= UnionExpr:ue
{| : RESULT = ue; : |

| MINUS UnaryExpr:ue
{| : RESULT = new UnaryOpExpr(ue); : |

UnionExpr ::= PathExpr:pe
{| : RESULT = pe; : |

| PathExpr:pe VBAR UnionExpr:rest
{| : RESULT = new UnionPathExpr(pe, rest); : |

PathExpr ::= LocationPath:lp
{| : RESULT = lp; : |

| FilterExpr:fexp
{| : RESULT = fexp; : |

| FilterExpr:fexp SLASH RelativeLocationPath:rlp
{| : RESULT = new FilterParentPath(fexp, rlp); : |

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

| AbsoluteLocationPath:alp
   { : RESULT = alp; : }

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

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

| AbbreviatedRelativeLocationPath:arlp
   { : RESULT = arlp; : }

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

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

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

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

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

Step ::= NodeTest:ntest
  |
      :
      if (ntest instanceof Step) {
          RESULT = (Step)ntest;
      }
      else {
          RESULT = new Step(Axis.CHILD,
              parser.findNodeType(Axis.CHILD, ntest),
              null);
      }
  
  | NodeTest:ntest Predicates:pp
    |
    : if (ntest instanceof Step) {
        Step step = (Step)ntest;
        step.addPredicates(pp);
        RESULT = (Step)ntest;
    }
    else {
        RESULT = new Step(Axis.CHILD,
            parser.findNodeType(Axis.CHILD, ntest),
            pp);
    }
  
  | AxisSpecifier:axis NodeTest:ntest Predicates:pp
    |
    : RESULT = new Step(axis.intValue(),
        parser.findNodeType(axis.intValue(), ntest),
        pp);
    }

  | AxisSpecifier:axis NodeTest:ntest
    |
    : RESULT = new Step(axis.intValue(),
        parser.findNodeType(axis.intValue(), ntest),
        null);
AbbreviatedStep::abbrev
{: RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON
{: RESULT = an; :}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

| Literal:string
{ :
/*
* If the string appears to have the syntax of a QName, store
* namespace info in the literal expression. This is used for
* element-available and function-available functions, among
* others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

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

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

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

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

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

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

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

| FunctionCall ::= FunctionName:fname LPAREN RPAREN |

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

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

| if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) |
| : RESULT = new CurrentCall(fname); |

else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
    RESULT = new NumberCall(fname, parser.EmptyArgs);
}
else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {

RESULT = new StringCall(fname, parser.EmptyArgs);
}

else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
    RESULT = new ConcatCall(fname, parser.EmptyArgs);
}

else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
    RESULT = new BooleanExpr(true);
}

else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
    RESULT = new BooleanExpr(false);
}

else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
    RESULT = new NameCall(fname);
}

else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
    RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
}

else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, parser.EmptyArgs);
}

else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
    RESULT = new PositionCall(fname);
}

else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
    RESULT = new LastCall(fname);
}

else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname);
}

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

else {
    RESULT = new FunctionCall(fname, parser.EmptyArgs);
}

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

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

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

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

Argument ::= Expr:ex
NodeTest ::= NameTest:nt
    { : RESULT = nt; : }

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

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

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

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

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

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

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

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

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

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

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

| ANCESTOR
    { : RESULT = parser.getQNameIgnoreDefaultNs("child"); : }
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/xpath.cup
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*/

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

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java
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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
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* /
/**
 * Execute the proprietary document-location() function, which returns
 * a node set of documents.
 * @xsl.usage advanced
 */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
  jar/org/apache/xpath/functions/FuncDoclocation.java
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 */

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

/*
 * @author Jacek Ambroziak
 * @author Santiago Pericas-Geertsen
 * @author Morten Jorgensen
 *
 */

package org.apache.xalan.xsltcompiler;

import java_cup.runtime.Symbol;
```java
void initialize() {
    last = -1;
}

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

/**
* If symbol is not followed by `::` or `('`, then treat it as a
* name instead of an axis or function (Jira-1912).
*/
Symbol disambiguateAxisOrFunction(int ss) throws Exception {
    // Peek in the input buffer without changing the internal state
    int index = yy_buffer_index;
    // Skip whitespace
    while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
        index++;
    }
    // If end of buffer, can't disambiguate :
    if (index >= yy_buffer_read) {
        // Can't disambiguate, so return as symbol
        return new Symbol(ss);
    }
    // Return symbol if next token is `::` or `('`
    return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':') ||
        (yy_buffer[index] == '(')
            ? newSymbol(ss) : newSymbol(sym.QNAME, yytext());
}

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

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * wildcard instead of a multiplication operator
 */
Symbol disambiguateStar() throws Exception {
    switch (last) {
        case -1: // first token
        case sym.ATSIGN:
        case sym.DCOLOGIN:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:

case sym.VBAR:
case sym.PLUS:
case sym.MINUS:
case sym.EQ:
case sym.NE:
case sym.LT:
case sym.LE:
case sym.GT:
case sym.GE:
    return newSymbol(sym.STAR);
}
return newSymbol(sym.MULT);
}

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

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

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

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

%yylexthrow{
    Exception
%yylexthrow}

Letter={BaseChar}|{Ideographic}

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-\u013E\u0141-\u0149\u014A-\u017E\u0180-\u01C3\u01CD-\u01F4-\u01F5\u01FA-\u0217\u02A8-\u02BB-\u02C1-\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-]
"ancestor-or-self" { return disambiguateAxisOrFunction(sym.ANCESTORORSELF); }
"descendant" { return disambiguateAxisOrFunction(sym.DESCENDANT); }
"descendant-or-self" { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); }
"following" { return disambiguateAxisOrFunction(sym.FOLLOWING); }
"following-sibling" { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING); }
"namespace" { return disambiguateAxisOrFunction(sym.NAMESPACE); }
"parent" { return disambiguateAxisOrFunction(sym.PARENT); }
"preceding" { return disambiguateAxisOrFunction(sym.PRECEDING); }
"preceding-sibling" { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); }
"self" { return disambiguateAxisOrFunction(sym.SELF); }
"[" { return newSymbol(sym.LBRACK); }
 "]" { return newSymbol(sym.RBRACK); }
 "}" { return newSymbol(sym.LPAREN); }
 ")" { return newSymbol(sym.RPAREN); }
"<PATTERN>" { initialize(); return new Symbol(sym.PATTERN); }
"<EXPRESSION>" { initialize(); return new Symbol(sym.EXPRESSION); }
\["[^\"]*" { return newSymbol(sym.Literal,
   yytext().substring(1, yytext().length() - 1)); }
\["[^\"]*\] { return newSymbol(sym.Literal,
   yytext().substring(1, yytext().length() - 1)); }
{Digit}+ { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("[Digit]*)? { return newSymbol(sym.REAL, new Double(yytext())); }
"."{Digit}+ { return newSymbol(sym.REAL, new Double(yytext())); }
"." { return newSymbol(sym.DOT); }
({NCName}:)?[{NCName} { return newSymbol(sym.QNAME, yytext()); }
({NCName}:)?"*" { return newSymbol(sym.QNAME, yytext()); }
({NCName}:)?"@*" { return newSymbol(sym.QNAME, yytext()); }
\[\s\n\t\f\] { /* ignore white space. */ }
. { throw new Exception(yytext()); }

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
  jar/org/apache/xalan/xslt/compiler/xpath.lex
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public class XSLProcessorVersion
{

    public static void main(String argv[])
    {
        System.out.println(S_VERSION);
    }

    public static final String PRODUCT = "Xalan";

    public static final String LANGUAGE = "Java";

    public static final String S_VERSION = "version number of Xalan release.
    <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
    @deprecated To be replaced by org.apache.xalan.Version.getVersion()
    @xsl.usage general
*/
public static final int VERSION = @version.VERSION@;

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

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static final int MAINTENANCE = @version.MINOR@;

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */
public static final int DEVELOPMENT = 0;

/**
 * Version String like <CODE>"<B>Xalan</B> <B>Language</B> v.r[.dd| <B>D</B>nn"]</CODE>.
 * <P>Semantics of the version string are identical to the Xerces project.</P>
/*
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "+VERSION+" "+RELEASE+" "+(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT) : (""+MAINTENANCE));
*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.src
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
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 */

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

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/XslAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CurrentCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TransformerHandlerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSetType.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CurrentCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Util.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Util.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
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jar/org/apache/xml/utils/res/XResources_he.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/functions/FuncRound.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/utils/MethodGenerator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/IntExpr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/Fallback.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/runtime/ErrorMessages_ja.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/DOMOrder.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/CastExpr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/LangCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/extensions/ExtensionsTable.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/operations/Minus.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/runtime/ErrorMessages_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/res/CharArrayWrapper.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/TransletException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/ObjectFactory.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncLang.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/trax/DOM2SAX.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Attributes.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/MatchPatternIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/DecimalFormatting.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/NodeIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_hu.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanTransformState.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_es.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/SerializerMessages_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/SerializerMessages_es.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/SerializerMessages_hu.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XMLErrorResources_ru.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/SerializerMessages_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/XPathEvaluatorImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/Expression.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/serializer/TransformStateSetter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xalan/templates/ElemExtensionCall.java
jar/org/apache/xalan/processor/ProcessorOutputElem.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Param.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/AttributeValueTemplate.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ru.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/SlotAllocator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/DOM2TO.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/Stylesheet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/ConcatCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErroryResources_zh_TW.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XResources_ja_JP_A.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/Gt.java
1.913 natural-compare 1.4.0

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/*
 * @version 1.4.0
 * @date 2015-10-26
 * @stability 3 - Stable
 * @author Lauri Rooden (https://github.com/litejs/natural-compare-lite)
 * @license MIT License
 */

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* /opt/cola/permits/1110631610_1613674636.83/0/natural-compare-1.4.0-4-tgz/package/index.js
1.914 jsreport-express 2.8.1
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1.918 qs 6.10.1 6.10.1
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1.919 calcite-elasticsearch 1.21.0-drill-r2

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1.946 jcodings 1.0.55

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* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/ISO8859_5Encoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/transcode/specific/Universal_newline_Transcoder.java
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* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/transcode/specific/Sjis2eucjp_Transcoder.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/exception/JCodingsException.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/Windows_31JEncoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/Windows_1251Encoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/transcode/specific/To_UTF_16LE_Transcoder.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/CP949Encoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/GBKEncoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/UTF32BEEncoding.java
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* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/AsciiTables.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/specific/Windows_1254Encoding.java
* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/jcodings/transcode/specific/Iso2022jp_kddi_decoder_Transcoder.java
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* /opt/cola/permits/1202447017_1631568351.65/0/jcodings-1-0-55-sources-jar/org/jcodings/unicode/FixedWidthUnicodeEncoding.java

**1.947 toggle-selection 1.0.6**

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1.953 mongodb-driver-core 4.2.3

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* https://github.com/marianobarrios/tls-channel
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/BufferAllocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelFlowControlException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/SniSslContextFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/HeapBufferAllocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/WouldBlockException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsReadException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/Impl/TlsChannelImpl.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/ServerTlsChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsyncynchronousTlsChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/async/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/NeedsTaskException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/util/DirectBufferDeallocator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelCallbackException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/async/ExtendedAsyncynchronousByteChannel.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/async/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferUtil.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/tlschannel/DirectBufferAllocator.java
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 */

/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/event/ServerMonitorListenerMulticaster.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/PowerOfTwoBufferPool.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/FieldTrackingBsonWriter.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/MongoNotPrimaryException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/CompositeByteBuf.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/client/model/geojson/GeometryCollection.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/client/model/ValidationOptions.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/client/model/geojson/MultiPolygon.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/client/model/geojson/GeoJsonObjectType.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/client/model/geojson/CoordinateReferenceSystem.java

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jar/com/mongodb/internal/operation/AsyncWriteOperation.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/ScramShaAuthenticator.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/SocketStreamHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/MongoWriteConcernException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/DefaultConnectionFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/DefaultServerMonitorFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/ReplyHeader.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/DnsSrvRecordMonitor.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/DefaultClusterFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/operation/CommandResultArrayCodec.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/capi/MongoCryptHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/operation/ListCollectionsOperation.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/MongoCommandException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/BsonWriterHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/MongoSocketReadException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/WriteProtocol.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/bulk/BulkWriteResult.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/geojson/LineString.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/changestream/UpdateDescription.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/operation/BsonDocumentWrapperHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/operation/CreateCollectionOperation.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/geojson/PolygonCoordinates.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/binding/ReadBinding.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/gridfs/codecs/package-info.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/PushOptions.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/management/NullMBeanServer.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/connection/KillCursorProtocol.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/internal/binding/SingleServerProtocol.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/WriteConcernResult.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-
jar/com/mongodb/client/model/CreateCollectionOptions.java
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- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/QueryMessage.java
- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/client/model/AggregationLevel.java
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- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/vault/DataKeyOptions.java
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- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/geojson/codecs/MultiPointCodec.java
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- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/UpdateManyModel.java
- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/package-info.java
- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/Variable.java
- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/UpdateManyModel.java
- /opt/cola/permits/120246273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/package-info.java
jar/com/mongodb/BSONTimestampCodec.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/authentication/NativeAuthenticationHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/BulkWriteBatchCombiner.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/MongoIncompatibleDriverException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/Server.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/MongoCursorNotFoundException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/BasicDBObjectFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/binding/AsyncReadBinding.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/ErrorCategory.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/MongoSecurityException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources.jar/com/mongodb/internal/connection/AuthorizationHeader.java

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*/

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1.990 babel-plugin-transform-es2015-object-super 6.24.1
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1.993 helmet-csp 1.2.2

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1.994 lodash.debounce 4.0.8

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1.997 jetty-http 9.4.17.v20190418

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

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* java.sun.security.ssl
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org.apache.taglibs:taglibs-standard-impl

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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Oracle

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

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* java.sun.security.ssl

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

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

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Assorted

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### 1.1003 uri-js 4.2.2 4.2.2

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 * Constructs a new {@link LocalVariablesSorter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {@link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
* @throws IllegalStateException if a subclass calls this constructor.
*/

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* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
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 * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
 * version.
 *
 * @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-jar/org/objectweb/asm/commons/ModuleRemapper.java
* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-jar/org/objectweb/asm/commons/RecordComponentRemapper.java

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/**
 * Constructs a new { @link GeneratorAdapter}. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the { @link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @param access the method's access flags (see { @link Opcodes}).
 * @param name the method's name.
 * @param descriptor the method's descriptor (see { @link Type}).
 * @throws IllegalStateException if a subclass calls this constructor.
 */
1.1005 drill-format-spss 1.19.0

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1.1006 zlib 1.2.11

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  version 1.2.11, January 15th, 2017

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Eclipse

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

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

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

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------

OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

-----
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1014 bson 1.1.6 1.1.6

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/* Kevin Sawicki (GitHub Inc.) - initial API and implementation */
/*****************************************************************************/
package org.eclipse.egit.github.core;

import java.io.Serializable;

/** */
/** * Repository contributor model class */
/** */
public class Contributor implements Serializable {

/** serialVersionUID */
private static final long serialVersionUID = -8434028880839230626L;
/**
 * Anonymous contributor type value
 */
public static final String TYPE_ANONYMOUS = "Anonymous"; //SNON-NLS-1S

private int contributions;

private int id;

private String avatarUrl;

private String login;

private String name;

private String type;

private String url;

/**
 * @return contributions
 */
public int getContributions() {
    return contributions;
}

/**
 * @param contributions
 * @return this contributor
 */
public Contributor setContributions(int contributions) {
    this.contributions = contributions;
    return this;
}

/**
 * @return id
 */
public int getId() {
    return id;
}

/**
 * @param id
 * @return this contributor
 */
public Contributor setId(int id) {
```java
this.id = id;
return this;
}

/**
 * @return avatarUrl
 */
public String getAvatarUrl() {
return avatarUrl;
}

/**
 * @param avatarUrl
 * @return this contributor
 */
public Contributor setAvatarUrl(String avatarUrl) {
this.avatarUrl = avatarUrl;
return this;
}

/**
 * @return login
 */
public String getLogin() {
return login;
}

/**
 * @param login
 * @return this contributor
 */
public Contributor setLogin(String login) {
this.login = login;
return this;
}

/**
 * @return name
 */
public String getName() {
return name;
}

/**
 * @param name
 * @return this contributor
 */
public Contributor setName(String name) {
```
this.name = name;
return this;
}

/**
 * @return type
 */
public String getType() {
return type;
}

/**
 * @param type
 * @return this contributor
 */
public Contributor setType(String type) {
this.type = type;
return this;
}

/**
 * @return url
 */
public String getUrl() {
return url;
}

/**
 * @param url
 * @return this contributor
 */
public Contributor setUrl(String url) {
this.url = url;
return this;
}

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* /opt/cola/permits/1202446574_1631568180.3/0/proj4j-0-1-0-sources-jar/org/osgeo/proj4j/proj/BipolarProjection.java
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1.1019 jsonpointer 4.0.1 4.0.1

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1034 append-field 0.1.0 0.1.0

1.1034.1 Available under license :

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package io.swagger.v3.oas.annotations.info;

import io.swagger.v3.oas.annotations.extensions.Extension;
```
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
 * The annotation may be used in { @link Info#license()} to define a license for the OpenAPI spec.
 * 
 * @see <a target="_new" href="https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject">License (OpenAPI specification)</a>
 * @see io.swagger.v3.oas.annotations.OpenAPIDefinition
 * @see Info
 **/
@Target({})
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
 * The license name used for the API.
 */
@Retention(RetentionPolicy.RUNTIME)
public interface License {

/**
 * @return the name of the license
 */
String name() default "";

/**
 * A URL to the license used for the API. MUST be in the format of a URL.
 */
String url() default "";

/**
 * The list of optional extensions
 */
Extension[] extensions() default {};
}

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

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  * org.eclipse.jetty.orbit:javax.security.auth.message

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  * org.eclipse.jetty.orbit:javax.mail.glassfish
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The following artifacts are CDDL + GPLv2 with classpath exception.  
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1048 protobuf 2.6.1-1.3

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* HPUX support.
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  * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.
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  * Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
  * Fix bug with permanent callbacks that delete themselves when run.
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  * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
  William Orr <will@worrbase.com>
  * Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris

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1.1058 babel-register 6.26.0
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1.1059 normalize-url 4.5.0

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1.1060 babel-helper-remap-async-to-generator 6.24.1

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1.1063 validate-npm-package-license 3.0.4
1.1063.1 Available under license:
validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
```
validForNewPackages: true,
validForOldPackages: true,
spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```
The function will return a warning and suggestion for nearly-correct license identifiers:
```
```javascript
assert.deepEqual(
valid('Apache 2.0'),
{
validForOldPackages: false,
validForNewPackages: false,
warnings: [
'license should be ' +
'a valid SPDX license expression (without "LicenseRef"), ' +
'"UNLICENSED", or ' +
""SEE LICENSE IN <filename>"'.
'license is similar to the valid expression "Apache-2.0"'
]
}
)
```

SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
valid('(GPL-3.0-only OR BSD-2-Clause)'),
validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
validForOldPackages: false,
validForNewPackages: false,
spdx: true,
warnings: [
'license should be ' +
```
'a valid SPDX license expression (without "LicenseRef"), ' +
""UNLICENSED", or ' +
""SEE LICENSE IN <filename>"',
]
);

assert.deepEqual(
 valid('LicenseRef-Made-Up'),
 warningAboutLicenseRef
);

assert.deepEqual(
 valid('(MIT OR LicenseRef-Made-Up)'),
 warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```
```javascript
assert.deepEqual(
 valid('SEE LICENSE IN LICENSE.txt'),
 {  
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'LICENSE.txt'
 }
);

assert.deepEqual(
 valid('SEE LICENSE IN license.md'),
 {  
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'license.md'
 }
);
```

If there aren't any licensing terms, use `UNLICENSED`:

```
```javascript
var unlicensed = {  
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
```
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1.1065 netty-transport-native-epoll

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/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {@code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
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 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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  jar/io/netty/channel/epoll/EpollDatagramChannel.java
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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Manifest-Version: 1.0
Bnd-LastModified: 1575980548657
Build-Jdk: 1.8.0_232
Built-By: gil
Bundle-Description: HdrHistogram supports the recording and analyzing sampled data value counts across a configurable integer value range with configurable value precision within the range. Value precision is expressed as the number of significant digits in the value recording, and provides control over value quantization behavior across the value range and the subsequent value resolution at any given level.
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Bundle-ManifestVersion: 2
Bundle-Name: HdrHistogram
Bundle-SymbolicName: org.hdrhistogram.HdrHistogram
Bundle-Version: 2.1.12
Created-By: Apache Maven Bundle Plugin
Export-Package: org.HdrHistogram;version="2.1.12",org.HdrHistogram.packagedarray;version="2.1.12"
Implementation-Title: HdrHistogram
Implementation-Vendor-Id: org.hdrhistogram
Implementation-Version: 2.1.12
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: HdrHistogram
Specification-Version: 2.1.12
Tool: Bnd-2.3.0.201405100607

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

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk
University of Cambridge Computing Service,

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A. HISTORY OF THE SOFTWARE

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

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

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

Zope Corporation was a sponsoring member of the PSF.

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

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1.1105 htrace-core4 4.2.0-incubating

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1.1106 source-map-support 0.4.18

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* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-jar/org/objectweb/asm/tree/LineNumberNode.java
* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-jar/org/objectweb/asm/signature/SignatureReader.java
* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-jar/asm-all-3-2-sources-2-jar.org/objectweb/asm/tree/FieldNode.java
* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-jar/asm-all-3-2-sources-2-jar.org/objectweb/asm/commons/Remapper.java
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* /opt/cola/permits/1136493993_1613774733.35/0/asm-all-3-2-sources-2-jar/asm-all-3-2-sources-2-jar.org/objectweb/asm/tree/TryCatchBlockNode.java
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jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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jar/org/objectweb/asm/xml/SAXAdapter.java

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1.1114 jooq 3.13.1

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1.1119 de.huxhorn.lilith.logback.converter-classic 0.9.44

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1.1120 drill-jdbc-all 1.19.0

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1.1121 pascalcase 0.1.1

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1.1122 batik-anim 1.13

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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/dom/SVGOMFEOffsetElement.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/dom/XBLOMTemplateElement.java
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  jar/org/apache/batik/anim/dom/AnimationTarget.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1.jar/org/apache/batik/anim/dom/SVGLocatableSupport.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1.jar/org/apache/batik/anim/timing/OffsetTimingSpecifier.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/values/AnimatableNumberOrPercentageValue.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/timing/IndefiniteTimingSpecifier.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/timing/AccesskeyTimingSpecifier.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/dom/SVGOMFlowRegionBreakElement.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/dom/SVGOMTextElement.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/dom/AnimationTargetListener.java
* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/TransformAnimation.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-jar/org/apache/batik/anim/timing/TimeContainer.java
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* /opt/cola/permits/1146878560_1616835256.03/0/batik-anim-1-13-sources-1-
jar/org/apache/batik/anim/dom/SVGMOMAnimateMotionElement.java
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jar/org/apache/batik/anim/dom/SVGMOMElement.java
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1.1123 request 2.87.0 2.87.0

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keypress
========

### Make any Node ReadableStream emit "keypress" events

Previous to Node `v0.8.x`, there was an undocumented `"keypress"` event that `process.stdin` would emit when it was a TTY. Some people discovered this hidden gem, and started using it in their own code.

Now in Node `v0.8.x`, this `"keypress"` event does not get emitted by default, but rather only when it is being used in conjunction with the `readline` (or by extension, the `repl`) module.

This module is the exact logic from the node `v0.8.x` releases ripped out into its own module.

__Bonus:__ Now with mouse support!

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

Install with `npm`:

```bash
$ npm install keypress
```

Or add it to the `"dependencies"` section of your `_package.json_` file.
Example
-------

#### Listening for "keypress" events

``` js
var keypress = require('keypress');

// make `process.stdin` begin emitting "keypress" events
keypress(process.stdin);

// listen for the "keypress" event
process.stdin.on('keypress', function (ch, key) {
    console.log('got "keypress"', key);
    if (key && key.ctrl && key.name == 'c') {
        process.stdin.pause();
    }
});

process.stdin.setRawMode(true);
process.stdin.resume();
```

#### Listening for "mousepress" events

``` js
var keypress = require('keypress');

// make `process.stdin` begin emitting "mousepress" (and "keypress") events
keypress(process.stdin);

// you must enable the mouse events before they will begin firing
keypress.enableMouse(process.stdout);

process.stdin.on('mousepress', function (info) {
    console.log('got "mousepress" event at %d x %d', info.x, info.y);
});

process.on('exit', function () {
    // disable mouse on exit, so that the state
    // is back to normal for the terminal
    keypress.disableMouse(process.stdout);
});
```

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-------
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**1.1125 redux-saga 0.16.0 0.16.0**

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1.1128 drill-rpc 1.19.0

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1.1129 json5 0.5.1 0.5.1

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1.1132 react-highlight-words 0.16.0 0.16.0

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1.1137 fs 0.0.2 0.0.2
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1.1138 disruptor 3.4.2

1.1139 compress-lzf 1.1
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# Compress LZF

This library contains efficient implementation of LZF compression format, as well as additional helper classes that build on JDK-provided gzip (deflat) codec.

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## Credit
Library has been written by Tatu Saloranta (tatu.saloranta@iki.fi).
It was started at Ning, Inc., as an official Open Source process used by
platform backend, but after initial versions has been developed outside of
Ning by supporting community.

Other contributors include:

* Jon Hartlaub (first versions of streaming reader/writer; unit tests)
* Cedrik Lime: parallel LZF implementation

Various community members have contributed bug reports, and suggested minor
fixes; these can be found from file "VERSION.txt" in SCM.

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1.1140 wtf-8 1.0.0 1.0.0

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1.1141 babel-types 6.26.0

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1.1142 jsreport-data 2.4.0

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1.1144 @babel/plugin-transform-object-super
7.12.13
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1.1145 ajv 6.10.2 6.10.2
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1.1146 zlib 1.2.1
1.1146.1 Available under license :
/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.1, November 17th, 2003

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Jean-loup Gailly       Mark Adler
jlooup@gzip.org        madler@alumni.caltech.edu

The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://www.ietf.org/rfc/rfc1950.txt
(zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).
1.1147 kotlin 1.3.61
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convenient ways of constructing Longs.

The internal representation of a long is the two given signed, 32-bit values.

We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow.

Not handling this case would often result in infinite recursion.

The high (signed) 32 bits of the long.

We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign.

In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.

Note that we must ALWAYS check specially whether those values are MIN_VALUE or -MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

The low (signed) 32 bits of the long.

The low (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

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The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

The high (signed) 32 bits of the long.
This must appear before the first call to any function below:

```kotlin
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;
Kotlin.Long.TWO_PWR_32_DBL_ = 1 << 32;
Kotlin.Long.TWO_PWR_64_DBL_ = 1 << 64;
Kotlin.Long.TWO_PWR_48_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *
  Kotlin.Long.TWO_PWR_32_DBL_;
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ * 2;
Kotlin.Long.TWO_PWR_31_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_;
Kotlin.Long.TWO_PWR_30_DBL_ = Kotlin.Long.TWO_PWR_31_DBL_ / 2;
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromInt(0x7FFFFFFF | 0x7FFFFFFF | 0);
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromInt(0x80000000 | 0);
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);
Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +
  this.getLowBitsUnsigned();
};
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;
};
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return '-0';
    } else {
      return '-' + this.negate().toString(radix);
    }
  }

  // Do several (6) digits each time through the loop,
  // so as to minimize the calls to the very expensive 
  // emulated div.
  var radixLong = Kotlin.Long.fromInt(10);
  var var rem = this;
  var result = '';
  while (true) {
    var intval = rem.subtract(radixLong.multiply(var div));
    var digits = intval.toString(radix);

    rem = intval;
    if (rem.isZero()) {
      return digits;
    } else {
      result = '' + digits + result;
    }
  }
};
```
```javascript
/**
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 */
Kotlin.Long.prototype.notEqualsLong = function(other) {
  return this.compare(other) != 0;
};


/**
 * Compares this Long with the given one.
 * @param {number} other number to compare against.
 * @return {number} 0 if they are the same, 1 if the this is greater, and -1 if
 *     the given one is greater.
 */
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  // at this point, the signs are the same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  } else {
    return 1;
  }
};


/** @return {!Kotlin.Long} The negation of this value. */
Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE);
  }
};


/**
 * Returns the sum of this and the given Long.
 * @param {Kotlin.Long} other Long to add to this one.
 * @return {!Kotlin.Long} The sum of this and the given Long.
 */
Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

  c00 += a00 + b00;
  c16 += c00 >>> 16;
  c00 &= 0xFFFF;
  c16 += a16 + b16;
  c32 += c16 >>> 16;
  c16 &= 0xFFFF;
  c32 += a32 + b32;
  c48 += c32 >>> 16;
  c32 &= 0xFFFF;
  c48 += a48 + b48;
  c48 &= 0xFFFF;
  return Kotlin.Long.fromBits(c48, c32, c16, c00, c48 << 16);
};


/**
 * Returns the product of this and the given long.
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {!Kotlin.Long} The product of this and the other.
 */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE :
  }
```
0xFFFF:
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  var c00 = a00 * b00; var c16 = a16 * b00;
  var c32 = a32 * b00;
  var c48 = a48 * b00;

  return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);
};

/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} Returns this Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.equalsLong(Kotlin.Long.ZERO)) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
        other.equalsLong(Kotlin.Long.NEG_ONE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE == MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {
        return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
      } else {
        var rem = this.subtract(other.multiply(approx));
        var result = approx.add(rem.div(other));
        return result;
      }
    }
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().div(other.negate());
    } else {
      return this.negate().div(other).negate();
    }
  } else if (other.isNegative()) {
    return this.div(other.negate()).negate();
  }

  // Repeat the following until the remainder is less than other:  find an //
  // floating-point that approximates remainder / other *from below*, add this\n  // into the result, and subtract it from
  // the remainder.  It is critical that\n  // the approximate value is less than or equal to the real value so that the\n  // remainder never becomes negative.\n  //\n  // We will tweak the approximate result by changing it in the 48-th digit of\n  // the smallest non-fractional digit,\n  // whichever is larger.\n  //\n  // We know the answer can't be zero... and actually, zero would cause\n  // infinite recursion since we would make no progress.\n  if (approxRes.isZero()) {
    approxRes = Kotlin.Long.ONE;
  }

  var approx = Math.max(1, Math.floor(dividend / divisor));
  var result = approx.add(rem.div(divisor));
  return result;
};

/**
 * Returns the bitwise-OR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to OR.
 * @return {!Kotlin.Long} The bitwise-OR of this and the other.
 */
Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ | other.low_,
                               this.high_ | other.high_);
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
          low << numBits,
          (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
}

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >> numBits);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32),
          high >= 0 ? 0 : -1);
    }
  }
}

/**
 * Returns this Long with bits shifted to the right by the given amount, with zeros
 * placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount, with zeros
 *     placed into the new leading bits.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
}

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
}

Kotlin.defineModule = function (id, declaration) {
};

Kotlin.defineInlineFunction = function(tag, fun) {
    return fun;
};

Kotlin.wrapFunction = function(fun) {
    var f = function() {
        f = fun();
        return f.apply(this, arguments);
    };
    return function() {
        return f.apply(this, arguments);
    }
};

Kotlin.isTypeOf = function(type) {
    return function (object) {
        return typeof object === type;
    }
};

Kotlin.isInstanceOf = function (klass) {
    return function (object) {
        return Kotlin.isType(object,
            klass);
    }
};

Kotlin.orNull = function (fn) {
    return function (object) {
        return object == null ||
        fn(object);
    }
};

Kotlin.andPredicate = function (a, b) {
    return function (object) {
        return a(object) &&
        b(object);
    }
};

Kotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data) {
};

Kotlin.suspendCall = function(value) {
    return value;
};

Kotlin.coroutineResult = function(qualifier)
{ throwMarkerError();
};

Kotlin.coroutineController = function(qualifier) {
  throwMarkerError();
};

Kotlin.coroutineReceiver = function(qualifier) {
  throwMarkerError();
};

Kotlin.setCoroutineResult = function(value, qualifier) {
  throwMarkerError();
};

function throwMarkerError() {
    throw new Error("This marker function should never been called."
        + "Looks like compiler did not eliminate it properly.
        Please, report an issue if you caught this exception.");
}

Kotlin.getFunctionById = function(id) {
    return function() {
        return defaultValue;
    }
};
found in the license/LICENSE.txt file.

```kotlin
Kotlin.compareTo = function (a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
        if (typeof b === "number") {
            return Kotlin.doubleCompareTo(a, b);
        }
        return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
        return a.compareTo_11rb$(b);
    }
    return a.compareTo_11rb$(b);
};

Kotlin.primitiveCompareTo = function (a, b) {
    return a < b ? -1 : a > b ? 1 : 0;
};

Kotlin.doubleCompareTo = function (a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    return a !== b ? 0 : 1;
};

Kotlin.charInc = function (value) {
    return Kotlin.toChar(value + 1);
};

Kotlin.charDec = function (value) {
    return Kotlin.toChar(value - 1);
};

if (typeof String.prototype.startsWith === "undefined") {
    String.prototype.startsWith = function(searchString, position) {
        position = position || 0;
        return this.lastIndexOf(searchString, position) === position;
    };
}

if (typeof Math.sign === "undefined") {
    Math.sign = function(x) {
        x = +x; // convert to a number
        if (x === 0 || isNaN(x)) {
            return Number(x);
        }
        return x > 0 ? 1 : -1;
    };
}

(function() {
    var epsilon = 2.220446049250313E-16;
    var taylor_2_bound = Math.sqrt(epsilon);
    var taylor_n_bound = Math.sqrt(taylor_2_bound);
    var upper_taylor_2_bound = 1 / taylor_2_bound;
    var upper_taylor_n_bound = 1 / taylor_n_bound;

    if (typeof Math.sinh === "undefined") {
        Math.sinh = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (Math.abs(x) > taylor_2_bound) {
                    result += (x * x * x) / 6;
                }
                return result;
            } else {
                var y = Math.exp(x);
                var y1 = 1 / y;
                var result = (y - y1) / 2;
            }
        };
    }
```

Open Source Used In DNAC Platform Antelope 3729
if (typeof Math.tanh === "undefined") {
    Math.tanh = function(x) {
        return (Math.exp(x) - Math.exp(-x)) / (Math.exp(x) + Math.exp(-x));
    };
}

// approximation by laurent series in x at 0 up to order 2
var result = x;
if (Math.abs(x) >= taylor_n_bound) {
    var x3 = x * x * x;
    // approximation by taylor series in x at 0 up to order 4
    return (-x4 / 4 + x3 / 6 - x2 / 2 + x);
}

else if (x - 1 >= taylor_n_bound) {
    var result = x;
    if (Math.abs(x) >= taylor_2_bound) {
        var x3 = x * x * x;
        // approximation by taylor series in x at 0 up to order 4
        return -asinh(-x);
    }
    else
    {
        // approximation by taylor series in x at 0 up to order 2
        var result = x;
        if (y >= taylor_2_bound) {
            var y3 = y * y * y;
            // approximation by taylor series in y at 0 up to order 4
            return -y / 2 + y2 / 6 - y3 / 24 + y4 / 720;
        }
        else
        {
            var y = Math.sqrt(x - 1);
            // approximation by taylor series in y at 0
            return Math.log(y + Math.sqrt(y * y + 1));
        }
    }
}
else if (x <= -taylor_n_bound) {
    var result = x;
    if (Math.abs(x) > taylor_2_bound) {
        var x3 = x * x * x;
        // approximation by taylor series in x at 0 up to order 4
        return -asinh(x);
    }
    else
    {
        // approximation by laurent series in 1/x at 0+ order from -1 to 1
        var y = Math.sqrt(x - 1);
        // approximation by taylor series in y at 0
        return Math.log((1 + y) / (1 - y)) / 2;
    }
}
else
{
    var y = Math.sqrt(x + Math.sqrt(x * x + 1));
    // approximation by taylor series in y at 0
    return Math.log(y + Math.sqrt(y * y + 1));
}

if (typeof Math.asinh === "undefined") {
    Math.asinh = function(x) {
        if (x >= +taylor_n_bound)
        {
            if (x > upper_taylor_n_bound)
            {
                return Math.asinh(+x);
            }
            else
            {
                if (x >= 1)
                {
                    return Math.log(x + Math.sqrt(x * x + 1));
                }
                else
                {
                    return Math.log(x * 2 + (1 / (x * 2)));
                }
            }
        }
        else
        {
            if (x < -taylor_n_bound)
            {
                return Math.asinh(-x);
            }
            else
            {
                var a = Math.exp(x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
            }
        }
        };
    }

    // Inverse hyperbolic function implementations derived from boost special math functions,

    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            if (x < 1)
            {
                return NaN;
            }
            else
            {
                return Math.log(x + Math.sqrt(x * x - 1));
            }
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (y >= taylor_2_bound) {
                    var y3 = y * y;
                    // approximation by taylor series in y at 0 up to order 4
                    return -y / 2 + y2 / 6 - y3 / 24 + y4 / 720;
                }
                else
                {
                    var y = Math.sqrt(x - 1);
                    // approximation by taylor series in y at 0
                    return Math.log((1 + y) / (1 - y)) / 2;
                }
            }
            else
            {
                // approximation by laurent series in 1/x at 0+ order from -1 to 1
                var y = Math.sqrt(x - 1);
                // approximation by taylor series in y at 0
                return Math.log((1 + y) / (1 - y)) / 2;
            }
        };
    }
    if (typeof Math.log1p === "undefined") {
        Math.log1p = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (Math.abs(x) > taylor_2_bound) {
                    var x3 = x * x * x;
                    // approximation by taylor series in x at 0 up to order 4
                    return (-x4 / 4 + x3 / 6 - x2 / 2 + x);
                }
                else
                {
                    var a = Math.exp(x), b = Math.exp(-x);
                    return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
                }
            }
            else
            {
                var a = Math.exp(x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
            }
        };
    }
    if (typeof Math.log10 === "undefined") {
        Math.log10 = function(x) {
            if (x >= +taylor_n_bound)
            {
                if (x > upper_taylor_n_bound)
                {
                    return Math.log10(+x);
                }
                else
                {
                    return (Math.log(x) * Math.LN10);
                }
            }
            else
            {
                return (Math.log(x) * Math.LN10);
            }
        };
    }
    if (typeof Math.cbrt === "undefined") {
        Math.cbrt = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (Math.abs(x) > taylor_2_bound) {
                    var x3 = x * x * x;
                    // approximation by taylor series in x at 0 up to order 4
                    return x3 / 3 - (x2 / 2 + x) / 6;
                }
                else
                {
                    var a = Math.exp(x), b = Math.exp(-x);
                    return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
                }
            }
            else
            {
                var a = Math.exp(x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
            }
        };
    }
    if (typeof Math.hypot === "undefined") {
        Math.hypot = function() {
            var y = 0;
            var length = arguments.length;
            for (var i = 0; i < length; i++)
            {
                var y += arguments[i] ** 2;
            }
            return Math.sqrt(y);
        };
    }
    if (typeof Math.clz32 === "undefined") {
        Math.clz32 = (function(log, LN2) {
            return function(x) {
                var asUint = x >>> 0;
                if (asUint === 0) {
                    return 32;
                }
                return 31 - (log(asUint) / Math.LN2);
            };};
        })((Math.log, Math.LN2), Math.NA);
    }
    if (typeof Math.log2 === "undefined") {
        Math.log2 = function(x) {
            return Math.log(x) * Math.LOG2E;
        };
    }
    if (typeof Math.log10 === "undefined") {
        Math.log10 = function(x) {
            return Math.log(x) * Math.LN10;
        };
    }
    if (typeof Math.expm1 === "undefined") {
        Math.expm1 = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (x > upper_taylor_n_bound)
                {
                    result -= x4 / 4 + x3 / 6 - x2 / 2 + x;
                }
                else
                {
                    result -= (x * x * x) / 3;
                }
            }
            else
            {
                var a = Math.exp(x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
            }
        };
    }
    if (typeof Math.acosh === "undefined") {
        Math.acosh = function(x) {
            if (x < 1)
            {
                return NaN;
            }
            else
            {
                return Math.log((1 + x) / (1 - x)) / 2;
            }
        };
    }
    if (typeof Math.atanh === "undefined") {
        Math.atanh = function(x) {
            if (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (y >= taylor_2_bound) {
                    var y3 = y * y;
                    // approximation by taylor series in y at 0 up to order 4
                    return -y / 2 + y2 / 6 - y3 / 24 + y4 / 720;
                }
                else
                {
                    var y = Math.sqrt(x - 1);
                    // approximation by taylor series in y at 0
                    return Math.log((1 + y) / (1 - y)) / 2;
                }
            }
            else
            {
                var a = Math.exp(x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
            }
        };
    }
}
var relativeStart = start >> 0;

if (offset < 0) return Math.max(0, offset + length);

var relativeEnd = end >> 0;

if (type end === "undefined") { throw new RangeError("Array.prototype.slice operator attempted to retrieve value at index out of range 
0 <= index < length."); }

var len = this.length;

if (begin >= len) begin = 0;

if (end >= len) end = len;

if (relativeStart < 0) {
    relativeStart = Math.max(0, len + relativeStart);
}

if (relativeEnd < 0) {
    relativeEnd = Math.max(0, len + relativeEnd);
}

relativeStart = Math.max(0, Math.min(relativeStart, len));
relativeEnd = Math.max(0, Math.min(relativeEnd, len));

var start = relativeStart;
var end = relativeEnd;

var k = start < 0 ? Math.max(len + start, 0) : Math.min(start, len);
var end = this.length < 0 ? Math.max(len + end, 0) : Math.min(end, len);

var O = [
    function slice(callback, self) {
        return 
            // Patch to work with TypedArrays if needed.
            if (typeof callback === "function") {
                return callback.call(self, 
                    this)
            } else {
                return 
                    // Patch to work with TypedArrays if needed.
                    this.map(callback, self);
            }
    }
];

try {
    // Patch to work with TypedArrays if needed.
    // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)
    totalOrderComparator = function (a, b) {
        if (a < b) return -1;
        if (a > b) return 1;

        if (a === b) {
            if (a !== 0) return 0;

            var ia = 1 / a;
            return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
        }

        return a !== a ? (b !== b ? 0 : 1) : -1
    };
}

for (var i = 0; i < arrays.length; ++i) {
    var TypedArray = arrays[i];
    if (typeof TypedArray.prototype.sort === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'sort', {
            value: function(compareFunction) {
                return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
            }
        });
    }

    // Patch sort to work with TypedArrays if needed.
    // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)

    if (typeof TypedArray.prototype.map === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'map', {
            value: function(callback, self) {
                return 
                    // Patch to work with TypedArrays if needed.
                    this.map(callback, self);
            }
        });
    }

    // Patch sort to work with TypedArrays if needed.
    // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)

    // Patch map to work with TypedArrays if needed.
    // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)

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    // Patch map to work with TypedArrays if needed.
    // TODO: consider to remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)

    // Patch map to work with TypedArrays if needed.
isInheritanceFromInterface(superConstructor, iface);

switch (typeof object) {
    case 'string'
        case 'number'
        case 'boolean'
            return true;
    default
        return object instanceof Object;
}

if (object === null || klass === null || (typeof object === 'object' && typeof object !== 'function')) {
    return false;
}

if (typeof klass === 'function' && object instanceof klass) {
    return true;
}

var proto = Object.getPrototypeOf(klass);
var constructor = proto.constructor;
if (constructor !== null) {
    constructor = constructor.$metadata$;
    if (constructor === null) {
        return object instanceof klass;
    } else if (constructor.kind === Kotlin.Kind.OBJECT) {
        return object === klass;
    }
}

var Metaclass = klass.$metadata$; // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns `Object`, nevertheless they can be used in RHS of instanceof if (klassMetadata === null) {
    return object instanceof klass;
}

if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor !== null) {
    return isInheritanceFromInterface(object.constructor, klass);
}

return false;

Kotlin.isNumber = function (a) {
    return typeof a == 'number' || a instanceof Kotlin.Long;
};

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === 'string' ||
           type === 'boolean' ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === 'string'
};

override fun toString() = name

companion object
}
operator fun ByteArray.component2(): Byte {\n    return get(1)\n}

operator fun ByteArray.component3(): Byte {\n    return get(2)\n}

operator fun ByteArray.component4(): Byte {\n    return get(3)\n}

operator fun ByteArray.component5(): Byte {\n    return get(4)\n}

operator fun ShortArray.component2(): Short {\n    return get(1)\n}

operator fun ShortArray.component3(): Short {\n    return get(2)\n}

operator fun ShortArray.component4(): Short {\n    return get(3)\n}

operator fun ShortArray.component5(): Short {\n    return get(4)\n}

operator fun IntArray.component2(): Int {\n    return get(1)\n}

operator fun IntArray.component3(): Int {\n    return get(2)\n}

operator fun IntArray.component4(): Int {\n    return get(3)\n}

operator fun IntArray.component5(): Int {\n    return get(4)\n}

operator fun LongArray.component2(): Long {\n    return get(1)\n}

operator fun LongArray.component3(): Long {\n    return get(2)\n}

operator fun LongArray.component4(): Long {\n    return get(3)\n}

operator fun LongArray.component5(): Long {\n    return get(4)\n}

operator fun FloatArray.component2(): Float {\n    return get(1)\n}

operator fun FloatArray.component3(): Float {\n    return get(2)\n}

operator fun FloatArray.component4(): Float {\n    return get(3)\n}

operator fun FloatArray.component5(): Float {\n    return get(4)\n}

operator fun DoubleArray.component2(): Double {\n    return get(1)\n}

operator fun DoubleArray.component3(): Double {\n    return get(2)\n}

operator fun DoubleArray.component4(): Double {\n    return get(3)\n}

operator fun DoubleArray.component5(): Double {\n    return get(4)\n}

operator fun BooleanArray.component2(): Boolean {\n    return get(1)\n}

operator fun BooleanArray.component3(): Boolean {\n    return get(2)\n}

operator fun BooleanArray.component4(): Boolean {\n    return get(3)\n}

operator fun BooleanArray.component5(): Boolean {\n    return get(4)\n}
inline operator fun FloatArray.component5(): Float
    return get(4)

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double
    return get(4)

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean
    return get(4)

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char
    return get(4)

inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun CharArray.elementAt(index: Int): Char

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
samples.collections.Collections.Elements.elementAtOrElse

ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of
 * calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun

ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

ByteArray.elementAtOrNull(index: Int): Byte? {
    return getOrNull(index)
}

ShortArray.elementAtOrNull(index: Int): Short? {
    return getOrNull(index)
}

IntArray.elementAtOrNull(index: Int): Int? {
    return getOrNull(index)
}

LongArray.elementAtOrNull(index: Int): Long? {
    return getOrNull(index)
}

CharArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return getOrNull(index)
}

< T> Array<out T>.elementAtOrNull(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull(index: Int): Byte? {
    return getOrNull(index)
}

ShortArray.elementAtOrNull(index: Int): Short? {
    return getOrNull(index)
}

IntArray.elementAtOrNull(index: Int): Int? {
    return getOrNull(index)
}

LongArray.elementAtOrNull(index: Int): Long? {
    return getOrNull(index)
}

CharArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return getOrNull(index)
}
FloatArray.elementAtOrNull(index: Int): Float? { return this.getOrElse(index) } // Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

/*
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */

DoubleArray.elementAtOrNull(index: Int): Double? { return this.getOrElse(index) }

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */

BooleanArray.elementAtOrNull(index: Int): Boolean? { return this.getOrElse(index) }

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */

CharArray.elementAtOrNull(index: Int): Char? { return this.getOrElse(index) }

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found.
 */

[*@kotlin.internal.InlineOnly*/public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? { return firstOrNull(predicate) } /* Returns the first element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun Array<out T>.findLast(predicate: (T) -> Boolean): T? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */

[*@kotlin.internal.InlineOnly*/public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? { return lastOrNull(predicate) } /* Returns the last element matching the given [predicate], or 'null' if no such element was found. */
no such element was found.*/

@throws [NoSuchElementException]

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
public fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean?
{
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 */
public fun CharArray.findLast(predicate: (Char) -> Boolean): Char?
{
    return lastOrNull(predicate)
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char
{
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
element matching the given [predicate].

* @throws [NoSuchElementException] if no such element is found.

* @public inline fun BooleanArray.first(predicate: Boolean) -> Boolean {
    return if (element in this){!
        return returnNotNull(element)
    } else {
        throw NoSuchElementException("Array contains no element matching the

* predicate").
    }
}

/**
 * Returns the first element matching the given [predicate].
 * @throws 

* NoSuchElementException if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    return if (element in this){!
        return returnNotNull(element)
    } else {
        throw NoSuchElementException("Array contains no element matching the

* predicate").
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 * @throws 

* NoSuchElementException if no such element is found.
 */
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty(){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty(){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty(){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty(){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isNotEmpty()){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns the first
 * element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isNotEmpty()){!
        return null
    } else {
        return returnNotNull(element)
    }
}

/**
 * Returns an element at the given 

* [index] or the result of calling the 

* [defaultValue] function if the 

* [index] is out of 

* bounds of this array.

* @param index

* @return

* `null` if element was not found. 

* @throws 

* NoSuchElementException if an exception occurs when calling the 

* [defaultValue] function.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex){!
        return get(index)
    } else {
        defaultValue(index)
    }
}

/**
 * Returns an element at the given 

* [index] or the result of calling the 

* [defaultValue] function if the 

* [index] is out of 

* bounds of this array.

* @param index

* @return

* `null` if element was not found. 

* @throws 

* NoSuchElementException if an exception occurs when calling the 

* [defaultValue] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <=
this[index]) { \n    return index
  } \n  return -1\n}

* Returns first index of [element], or -1 if the array does not contain element.*

```kotlin
public fun ShortArray.indexOf(element: Short): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
LongArray.indexOf(element: Long): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
ByteArray.indexOf(element: Byte): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
DoubleArray.indexOf(element: Double): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
FloatArray.indexOf(element: Float): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
IntArray.indexOf(element: Int): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
CharArray.indexOf(element: Char): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
BooleanArray.indexOf(element: Boolean): Int { \n  for (index in indices) { \n    if (element == this[index]) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
Int {
    return index
  }
```

```kotlin
Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int { \n  for (index in indices) { \n    if (predicate(this[index])) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int { \n  for (index in indices.reversed()) { \n    if (predicate(this[index])) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int { \n  for (index in indices) { \n    if (predicate(this[index])) { \n      return index
    } \n  } \n  return -1\n}
```

```kotlin
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int { \n  for (index in indices.reversed()) { \n    if (predicate(this[index])) { \n      return index
    } \n  } \n  return -1\n}
```
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ArrayOfLast last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ShortArray.last: Short { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
IntArray.last: Int { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
LongArray.last: Long { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
FloatArray.last: Float { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
DoubleArray.last: Double { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
CharArray.last: Char { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
BooleanArray.last: Boolean { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ArrayOfLast last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ShortArray.last: Short { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
IntArray.last: Int { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
LongArray.last: Long { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
FloatArray.last: Float { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
DoubleArray.last: Double { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
CharArray.last: Char { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) { if (predicate(this[index])) { return index } } return -1
} *\*\n
ArrayOfLast last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ShortArray.last: Short { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
IntArray.last: Int { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
LongArray.last: Long { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
FloatArray.last: Float { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
DoubleArray.last: Double { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
CharArray.last: Char { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ArrayOfLast last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ByteArray.last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ShortArray.last: Short { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
IntArray.last: Int { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
LongArray.last: Long { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
FloatArray.last: Float { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
DoubleArray.last: Double { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
CharArray.last: Char { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[lastIndex]
} *\*\n
ArrayOfLast last: Byte { if (isEmpty()) { throw NoSuchElementException("Array is empty.") } return this[}
[NoSuchElementException] if no such element is found.\n
```kotlin
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}
```

```kotlin
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun ShortArray.lastIndexOf(element: Short): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun IntArray.lastIndexOf(element: Int): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun LongArray.lastIndexOf(element: Long): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```
* Returns last index of [element], or -1 if the array does not contain element.

```kotlin
public fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun ByteArray.lastOrNull(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun <T> Array<out T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

```kotlin
public fun IntArray.lastIndexOf(): Int? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun LongArray.lastIndexOf(): Long? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun ByteArray.lastIndexOf(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}
```

```kotlin
public fun <T> Array<out T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}
```
random element from this array.

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random)
}
```

```kotlin
public fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun CharArray.random(): Char {
    return random(Random)
}
```

```kotlin
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
public fun CharArray.random(): Char {
    return random(Random)
}
```
this array is empty.

```kotlin
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
@SinceKotlin("1.3")
public fun BooleanArray.single(): Boolean {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun CharArray.single(): Char {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found)
                throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found)
        throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}
```

```kotlin
@SinceKotlin("1.3")
public fun ByteArray.single(): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found)
                throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found)
        throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}
```

```kotlin
@SinceKotlin("1.3")
public fun IntArray.single(): Int {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun LongArray.single(): Long {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun FloatArray.single(): Float {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun DoubleArray.single(): Double {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun BooleanArray.single(): Boolean {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun CharArray.single(): Char {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun IntArray.single(): Int {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun LongArray.single(): Long {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun FloatArray.single(): Float {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun DoubleArray.single(): Double {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun BooleanArray.single(): Boolean {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun CharArray.single(): Char {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun IntArray.single(): Int {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun LongArray.single(): Long {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun FloatArray.single(): Float {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun DoubleArray.single(): Double {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun BooleanArray.single(): Boolean {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun CharArray.single(): Char {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun IntArray.single(): Int {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun LongArray.single(): Long {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun FloatArray.single(): Float {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

```kotlin
@SinceKotlin("1.3")
public fun DoubleArray.single(): Double {
    if (size == 0)
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
```
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */

public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */

public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */

public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */

public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */

public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.
" + single + = element
    found = true
    } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
" + @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */

public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */

public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}
'null' if the array is empty or has more than one element.

public fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

public fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

public fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
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public fun ShortArray.singleOrNull(): Short? {
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public fun IntArray.singleOrNull(): Int? {
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    return if (size == 1) this[0] else null
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public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

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    return if (size == 1) this[0] else null
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public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
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    return if (size == 1) this[0] else null
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}

public fun IntArray.singleOrNull(): Int? {
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    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
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public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
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public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
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    return if (size == 1) this[0] else null
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public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
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public fun ShortArray.singleOrNull(): Short? {
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    return if (size == 1) this[0] else null
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public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
samples.collections.Collections.Transformations.drop

*/
public fun <T> Array<out T>.drop(n: Int): List<T> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.drop(n: Int): List<Char> {
    return takeLast((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    return take((size - n).coerceAtLeast(n))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    return take((size - n).coerceAtLeast(n))
}
samples.collections.Collections.Transformations.dropIn
*/
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last [n] elements.
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last [n] elements.
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last [n] elements.
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last [n] elements.
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last [n] elements.
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0) to n) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [n] is negative.

samples.collections.Collections.Transformations.dropIn
*/
public fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
        }
    }
    return emptyList() //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [predicate] is null.

samples.collections.Collections.Transformations.dropIn
*/
public fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
        }
    }
    return emptyList() //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [predicate] is null.

samples.collections.Collections.Transformations.dropIn
*/
public fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
        }
    }
    return emptyList() //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [predicate] is null.

samples.collections.Collections.Transformations.dropIn
*/
public fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
        }
    }
    return emptyList() //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [predicate] is null.

samples.collections.Collections.Transformations.dropIn
*/
public fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1) //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
        }
    }
    return emptyList() //n/***/n * Returns a list containing all elements except last elements that satisfy the given [predicate].
} * @throws IllegalArgumentException if [predicate] is null.
(Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
(Char) -> Boolean): List<Char> {\n    var yielding = false\n    val list = ArrayList<Char>()\n    for (item in this)\n    if (yielding)\n        list.add(item)\n    else if (!predicate(item)) {\n        list.add(item)\n        yielding = true\n    }\n    return list\n}
BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean>

filterIndexedTo(ArrayList<Boolean>(), predicate)

* @param [predicate] function that takes the index of an element and the element itself

* and returns the result of predicate evaluation on the element.


*/

public inline fun

CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char>

filterIndexedTo(ArrayList<Char>(), predicate)

*/

public inline fun <T, C : MutableCollection<T>> Array<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Byte>>

ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Short>>

ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Int>>

IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Long>>

LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Float>>

FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun <C : MutableCollection<in Double>>

DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun 

CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/

public inline fun 

ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C

forEachIndexed {

(index, element) ->

if (predicate(index, element)) destination.add(element)

} return destination

*/
/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun <T> Array<out T>.filterNotTo(destination: Collection<in T>, predicate: (T) -> Boolean): Collection<in T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ByteArray.filterNotTo(destination: Collection<in Byte>, predicate: (Byte) -> Boolean): Collection<in Byte> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNotTo(destination: Collection<in Short>, predicate: (Short) -> Boolean): Collection<in Short> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNotTo(destination: Collection<in Int>, predicate: (Int) -> Boolean): Collection<in Int> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNotTo(destination: Collection<in Long>, predicate: (Long) -> Boolean): Collection<in Long> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun FloatArray.filterNotTo(destination: Collection<in Float>, predicate: (Float) -> Boolean): Collection<in Float> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun DoubleArray.filterNotTo(destination: Collection<in Double>, predicate: (Double) -> Boolean): Collection<in Double> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun BooleanArray.filterNotTo(destination: Collection<in Boolean>, predicate: (Boolean) -> Boolean): Collection<in Boolean> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun CharArray.filterNotTo(destination: Collection<in Char>, predicate: (Char) -> Boolean): Collection<in Char> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are not null.
 */
public fun <T : Any> Array<out T?>.filterNotNull(): Collection<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate] to the given [destination].
 */
public fun <T> Array<out T>.filterNotTo(destination: Collection<in T>, predicate: (T) -> Boolean): Collection<in T> {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> BooleanArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Char> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Byte> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Short> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Int> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Long> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Float> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Double> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Boolean> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Char> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Byte> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Short> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Int> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Long> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Float> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Double> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Boolean> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Char> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Byte> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Short> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Int> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Long> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <Float> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
```java
IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Boolean>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Double>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

Array<out T>.slice(indices: Iterable<Int>): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

CharArray.slice(indices: Iterable<Int>): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Array<T>.sliceArray(indices: Collection<Int>): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Array<T>.sliceArray(indices: Collection<Int>): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
```

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a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun ShortArray.take(n: Int): List<Short> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Short>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun IntArray.take(n: Int): List<Int> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Int>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun FloatArray.take(n: Int): List<Float> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Float>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun LongArray.take(n: Int): List<Long> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Long>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun BooleanArray.take(n: Int): List<Boolean> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Boolean>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun CharArray.take(n: Int): List<Character> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Char>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun <T> Array<out T>.take(n: Int): List<T> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<T>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun CharArray.take(n: Int): List<Character> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Char>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun ByteArray.take(n: Int): List<Byte> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Byte>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun FloatArray.take(n: Int): List<Float> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Float>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun LongArray.take(n: Int): List<Long> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Long>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun BooleanArray.take(n: Int): List<Boolean> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Boolean>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun CharArray.take(n: Int): List<Character> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Char>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample

samples.collections.Collections.Transformations.take

*<public fun ByteArray.take(n: Int): List<Byte> {

\n require(n >= 0) { "Requested element count \$n is less than zero." }\n if (n == 0) return emptyList()\n if (n > size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n var list = ArrayList<Byte>(n)\n for (item in this) {\n     list.add(item)\n     if (++count == n) break\n }\n return list\n}\n
* Returns a list containing last [n] elements.
Returns a list containing last [n] elements.
 * @throws IllegalArgumentExpection if [n] is negative.

```kotlin
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<T>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun IntArray.takeLast(n: Int): List<Int>*

```kotlin
public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Int>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun ShortArray.takeLast(n: Int): List<Short>*

```kotlin
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Short>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun ByteArray.takeLast(n: Int): List<Byte>*

```kotlin
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Byte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun CharArray.takeLast(n: Int): List<Char>*

```kotlin
public fun CharArray.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun BooleanArray.takeLast(n: Int): List<Boolean>*

```kotlin
public fun BooleanArray.takeLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Boolean>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun DoubleArray.takeLast(n: Int): List<Double>*

```kotlin
public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Double>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun FloatArray.takeLast(n: Int): List<Float>*

```kotlin
public fun FloatArray.takeLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Float>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

*public fun LongArray.takeLast(n: Int): List<Long>*

```kotlin
public fun LongArray.takeLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Long>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```
given [predicate].

* Returns a list containing last elements satisfying the given [predicate].

* @sample samples.collections.Collections.Transformations.take

```kotlin
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Character> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
```

```kotlin
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {
    val list = ArrayList<Short>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```

```kotlin
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```

```kotlin
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Character> {
    val list = ArrayList<Character>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```
fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls<T>(this.size)
    for (i in 0..<size) {
        result[i] = this[size - 1 - i]
    }
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val result = arrayOfNulls<T>(this.size)
    val midPoint = size / 2
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
    return result
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = size / 2
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> List<T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ArrayList<T>().for (item in this) {
    if (!predicate(item))
        break
    list.add(item)
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T, T> Array<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T, T> Array<T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    var reverseIndex = lastIndex
    for (index in 0..<midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex - index]
        reverseIndex--
    }
}
size
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun
ByteArray.reversedArray(): ByteArray
{ if (isEmpty()) return this
val result = ByteArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun ShortArray.reversedArray(): ShortArray
{ if (isEmpty()) return this
val result = ShortArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun IntArray.reversedArray(): IntArray
{ if (isEmpty()) return this
val result = IntArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun LongArray.reversedArray(): LongArray
{ if (isEmpty()) return this
val result = LongArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun FloatArray.reversedArray(): FloatArray
{ if (isEmpty()) return this
val result = FloatArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun BooleanArray.reversedArray(): BooleanArray
{ if (isEmpty()) return this
val result = BooleanArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun CharArray.reversedArray(): CharArray
{ if (isEmpty()) return this
val result = CharArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Stable. It means that equal elements preserve their order relative to each other after sorting.

/*
public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareBy(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

/*
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareBy(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

/*
public fun ShortArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun FloatArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun DoubleArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareBy(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

/*
public fun Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareBy(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

/*
public fun IntArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun LongArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun CharArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun BooleanArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun ByteArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun DoubleArray.sortDescending(): Unit
{ if (size > 1) { sort() reverse() }

* Returns elements in the array in-place according to their natural sort order.

/*
public fun Array<out T>.sortDescending(): Unit
{ if (size > 1) sort() lastIndex

for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns elements in the array in-place according to their natural sort order.

/*
public fun IntArray.reversedArray(): IntArray
{ if (isEmpty()) return this
val result = IntArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun ByteArray.reversedArray(): ByteArray
{ if (isEmpty()) return this
val result = ByteArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun LongArray.reversedArray(): LongArray
{ if (isEmpty()) return this
val result = LongArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun ShortArray.reversedArray(): ShortArray
{ if (isEmpty()) return this
val result = ShortArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun CharArray.reversedArray(): CharArray
{ if (isEmpty()) return this
val result = CharArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun DoubleArray.reversedArray(): DoubleArray
{ if (isEmpty()) return this
val result = DoubleArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun IntArray.reversedArray(): IntArray
{ if (isEmpty()) return this
val result = IntArray(size)
val lastIndex = lastIndex
for (i in 0..lastIndex)
result[lastIndex - i] = this[i]
return result

* Returns an array with elements of this array in reversed order.

/*
public fun Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareByDescending(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

/*
public fun Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit
{ if (size > 1) sortWith(compareByDescending(selector))

* Returns elements in the array in-place according to natural sort order of the value returned by specified [selector] function.

* 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
Array<out T>.sorted(): List<T> { return sortedArray().asList().toList() } Returns a list of all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sortWith(reverseOrder()) }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun LongArray.sorted(): List<Long> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ShortArray.sorted(): List<Short> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun ByteArray.sorted(): List<Byte> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun FloatArray.sorted(): List<Float> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.

*public fun IntArray.sorted(): List<Int> { return toTypedArray().apply { sort() }.asList() } Adds all elements sorted according to their natural sort order.
this array sorted descending according to their natural sort order.

```kotlin
CharArray.sortedArrayDescending(): CharArray

    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }

* Returns an array with all elements of this array sorted according to the specified [comparator].

    The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

    Examples:
        *<T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T>
          { if (isEmpty()) return this
          return this.copyOf().apply { sortWith(comparator) }

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

    The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

*<T> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T>

*<R> Array<out R>.sortedByDescending(crossinline selector: (R) -> T?): List<R>

*<T> Array<out T>.sortedWith(compareBy(selector: (T) -> R?): Comparator<in T>)

*<R> Array<out R>.sortedWith(compareByDescending(selector: (R) -> T?): Comparator<in R>)
```

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**Open Source Used in DNAC Platform Antelope 3763**

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For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. The elements of other types are compared for equality with the

```kotlin
@SinceKotlin("1.1")
public expect infix fun BooleanArray.contentDeepEquals(other: BooleanArray): Boolean
```

```kotlin
@SinceKotlin("1.1")
public expect infix fun ByteArray.contentDeepEquals(other: ByteArray): Boolean
```

```kotlin
@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean
```

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepHashCode(): Int
```

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String
```

```kotlin
@SinceKotlin("1.1")
public expect fun CharArray.asList(): List<Char>
```

```kotlin
@SinceKotlin("1.1")
public expect fun BooleanArray.asList(): List<Boolean>
```

```kotlin
@SinceKotlin("1.1")
public expect fun DoubleArray.asList(): List<Double>
```

```kotlin
@SinceKotlin("1.1")
public expect fun FloatArray.asList(): List<Float>
```

```kotlin
@SinceKotlin("1.1")
public expect fun IntArray.asList(): List<Int>
```

```kotlin
@SinceKotlin("1.1")
public expect fun LongArray.asList(): List<Long>
```

```kotlin
@SinceKotlin("1.1")
public expect fun ShortArray.asList(): List<Short>
```

```kotlin
@SinceKotlin("1.1")
public expect fun ByteArray.asList(): List<Byte>
```

```kotlin
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.asList(): List<T>
```

```kotlin
Array<out T>: Boolean
```

```kotlin
Array<out T>: Int
```

```kotlin
Array<out T>: Long
```

```kotlin
Array<out T>: Short
```

```kotlin
Array<out T>: Byte
```

```kotlin
Array<out T>: Char
```

```kotlin
Comparator<in Boolean>: List<Char>
```

```kotlin
Comparator<in Boolean>: List<Byte>
```

```kotlin
Comparator<in Boolean>: List<Short>
```

```kotlin
Comparator<in Boolean>: List<Int>
```

```kotlin
Comparator<in Boolean>: List<Long>
```

```kotlin
Comparator<in Boolean>: List<Double>
```

```kotlin
Comparator<in Boolean>: List<Float>
```

```kotlin
Comparator<in Boolean>: List<Char>
```

```kotlin
Comparator<in Boolean>: List<Byte>
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```kotlin
Comparator<in Boolean>: List<Short>
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```kotlin
Comparator<in Boolean>: List<Int>
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```kotlin
Comparator<in Boolean>: List<Long>
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```kotlin
Comparator<in Boolean>: List<Double>
```

```kotlin
Comparator<in Boolean>: List<Float>
```

```kotlin
Comparator<in Boolean>: List<Char>
```

```kotlin
Comparator<in Boolean>: List<Byte>
```

```kotlin
Comparator<in Boolean>: List<Short>
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```kotlin
Comparator<in Boolean>: List<Int>
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```kotlin
Comparator<in Boolean>: List<Long>
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```kotlin
Comparator<in Boolean>: List<Double>
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```kotlin
Comparator<in Boolean>: List<Float>
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```kotlin
Comparator<in Boolean>: List<Char>
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```kotlin
Comparator<in Boolean>: List<Byte>
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Comparator<in Boolean>: List<Short>
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Comparator<in Boolean>: List<Int>
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Comparator<in Boolean>: List<Long>
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```kotlin
Comparator<in Boolean>: List<Double>
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```kotlin
Comparator<in Boolean>: List<Float>
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```kotlin
Comparator<in Boolean>: List<Char>
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```kotlin
Comparator<in Boolean>: List<Byte>
```

```kotlin
Comparator<in Boolean>: List<Short>
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Comparator<in Boolean>: List<Int>
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```kotlin
Comparator<in Boolean>: List<Long>
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```kotlin
Comparator<in Boolean>: List<Double>
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```kotlin
Comparator<in Boolean>: List<Float>
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```kotlin
Comparator<in Boolean>: List<Char>
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Comparator<in Boolean>: List<Byte>
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Comparator<in Boolean>: List<Short>
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```kotlin
Comparator<in Boolean>: List<Int>
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```kotlin
Comparator<in Boolean>: List<Long>
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```kotlin
Comparator<in Boolean>: List<Double>
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```kotlin
Comparator<in Boolean>: List<Float>
```

```kotlin
Comparator<in Boolean>: List<Char>
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```kotlin
Comparator<in Boolean>: List<Byte>
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```kotlin
Comparator<in Boolean>: List<Short>
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Comparator<in Boolean>: List<Double>
```

```kotlin
Comparator<in Boolean>: List<Float>
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```kotlin
Comparator<in Boolean>: List<Char>
```

```kotlin
Comparator<in Boolean>: List<Byte>
```

```kotlin
Comparator<in Boolean>: List<Short>
```

```kotlin
Comparator<in Boolean>: List<Int>
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```kotlin
Comparator<in Boolean>: List<Long>
```

```kotlin
Comparator<in Boolean>: List<Double>
```

```kotlin
Comparator<in Boolean>: List<Float>
```

```kotlin
Comparator<in Boolean>: List<Char>
```

```kotlin
Comparator<in Boolean>: List<Byte>
```

```kotlin
Comparator<in Boolean>: List<Short>
```

```kotlin
Comparator<in Boolean>: List<Int>
```

```kotlin
Comparator<in Boolean>: List<Long>
```

```kotlin
Comparator<in Boolean>: List<Double>
```

```kotlin
Comparator<in Boolean>: List<Float>
```
equal to `0.0'.

public expect infix fun FloatArray.contentEquals(other: FloatArray):
Boolean

* Returns `true' if the two specified arrays are *structurally* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the
[equals] function.
* For floating point numbers it means that `NaN' is equal to itself and `-0.0' is not equal to `0.0'.

public expect infix fun DoubleArray.contentEquals(other: DoubleArray):
Boolean

* Returns `true' if the two specified arrays are *structurally* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the
[equals] function.
* For floating point numbers it means that `NaN' is equal to itself and `-0.0' is not equal to `0.0'.

public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns `true' if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the
[equals] function.
 * For floating point numbers it means that `NaN' is equal to itself and `-0.0' is not equal to `0.0'.

public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns `true' if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the
[equals] function.
 * For floating point numbers it means that `NaN' is equal to itself and `-0.0' is not equal to `0.0'.

public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is 
[List].

public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean
array as if it is [List].

```kotlin
@SinceKotlin("1.1")
public expect fun CharArray.contentToString(): String

@SinceKotlin("1.1")
public expect fun CharArray.contentToString(): String

@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
```

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

```kotlin
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>,
    destinationOffset: Int = 0, endIndex: Int = size): Array<T>
```

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

```kotlin
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
```

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

```kotlin
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
```

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

```kotlin
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
```

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * @throws IndexOutOfBoundsException when the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset].\n * \n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @param destinationOffset the position in the [destination] array to copy to.\n * \n * @param startIndex the beginning (inclusive) of the subrange to copy,\n * \n * 0 by default.\n * \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @param destinationOffset the position in the [destination] array to copy to.\n * \n * @param startIndex the beginning (inclusive) of the subrange to copy,\n * \n * 0 by default.\n * \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @param destinationOffset the position in the [destination] array to copy to.\n * \n * @param startIndex the beginning (inclusive) of the subrange to copy,\n * \n * 0 by default.\n * \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @param destinationOffset the position in the [destination] array to copy to.\n * \n * @param startIndex the beginning (inclusive) of the subrange to copy,\n * \n * 0 by default.\n * \n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
CharArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf():

ByteArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ByteArray.copyOf():

ShortArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ShortArray.copyOf():

IntArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun IntArray.copyOf():

LongArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun LongArray.copyOf():

FloatArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun FloatArray.copyOf():

DoubleArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun DoubleArray.copyOf():

CharArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun CharArray.copyOf():

ByteArray.copyOf(newSize: Int): ByteArray

ShortArray.copyOf(newSize: Int): ShortArray

IntArray.copyOf(newSize: Int): IntArray

LongArray.copyOf(newSize: Int): LongArray

FloatArray.copyOf(newSize: Int): FloatArray

CharArray.copyOf(newSize: Int): CharArray

ByteArrayList.copyOf(newSize: Int): ByteArrayList

ShortArrayList.copyOf(newSize: Int): ShortArrayList

IntArrayList.copyOf(newSize: Int): IntArrayList

LongArrayList.copyOf(newSize: Int): LongArrayList

FloatArrayList.copyOf(newSize: Int): FloatArrayList

CharArrayList.copyOf(newSize: Int): CharArrayList

ByteArray.copyOf(newSize: Int): ByteArray

ShortArray.copyOf(newSize: Int): ShortArray

IntArray.copyOf(newSize: Int): IntArray

LongArray.copyOf(newSize: Int): LongArray

FloatArray.copyOf(newSize: Int): FloatArray

CharArray.copyOf(newSize: Int): CharArray
### filled with zero values.

* An public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray? Returns new array which is a copy of the original array, resized to the given [newSize].

* @sample samples.collections.Arrays.copyOf

### BooleanArray.copyOf(newSize: Int): BooleanArray? Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with `false` values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

* @sample samples.collections.Arrays.copyOf

### CharArray.copyOf(newSize: Int): CharArray? Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with `null` values if necessary.

* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.

* @sample samples.collections.Arrays.copyOf

### ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

### ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

### IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

### LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

### FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

### DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray Returns a new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

* @sample samples.collections.Arrays.copyOfRange

---

**Open Source Used In DNAC Platform Antelope 3770**
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.indices: IntRange
    get() = IntRange(0, lastIndex)
*\public val ByteArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val ShortArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val IntArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val LongArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val FloatArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val DoubleArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val BooleanArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val CharArray.indices: IntRange get() = IntRange(0, lastIndex)\n*\public val Array<out T>.isEmpty(): Boolean { return size == 0\n*\public val ByteArray.isEmpty(): Boolean { return size == 0\n*\public val ShortArray.isEmpty(): Boolean { return size == 0\n*\public val IntArray.isEmpty(): Boolean { return size == 0\n*\public val LongArray.isEmpty(): Boolean { return size == 0\n*\public val FloatArray.isEmpty(): Boolean { return size == 0\n*\public val DoubleArray.isEmpty(): Boolean { return size == 0\n*\public val BooleanArray.isEmpty(): Boolean { return size == 0\n*\public val CharArray.isEmpty(): Boolean { return size == 0\n*\public val <T> Array<out T>.isNotEmpty(): Boolean { return !isEmpty()\n*\public val ByteArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val ShortArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val IntArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val LongArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val FloatArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val DoubleArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val BooleanArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val CharArray.isNotEmpty(): Boolean { return !isEmpty()\n*\public val Array<out T>.lastIndex: Int get() = size - 1\n*\public val ByteArray.lastIndex: Int get() = size - 1\n*\public val ShortArray.lastIndex: Int get() = size - 1\n*\public val IntArray.lastIndex: Int get() = size - 1\n*\public val LongArray.lastIndex: Int get() = size - 1\n*\public val FloatArray.lastIndex: Int get() = size - 1\n*\public val DoubleArray.lastIndex: Int get() = size - 1\n//\n*\public val IntArray<out T>.operator fun plus(element: T):
Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun CharArray.plus(element: Char): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] collection.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray
the original array and then all elements of the given [elements] array.

*/

public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all of the elements of the original array and then the given [element].
 */

@sample samples.collections.Arrays.Sorting.sortArray

public expect fun IntArray.sort(): Unit

public expect fun LongArray.sort(): Unit

public expect fun ShortArray.sort(): Unit

public expect fun ByteArray.sort(): Unit

public expect fun DoubleArray.sort(): Unit

public expect fun FloatArray.sort(): Unit

public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */

public expect fun <T : Comparable<T>> Array<out T>.sort(): Unit

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @sample samples.collections.Arrays.Sorting.sortWith
 */

public expect fun ByteArray.toTypedArray(): Array<Byte>

public expect fun ShortArray.toTypedArray(): Array<Short>

public expect fun IntArray.toTypedArray(): Array<Int>

public expect fun LongArray.toTypedArray(): Array<Long>

public expect fun FloatArray.toTypedArray(): Array<Float>

public expect fun DoubleArray.toTypedArray(): Array<Double>

public expect fun BooleanArray.toTypedArray(): Array<Boolean>

public expect fun CharArray.toTypedArray(): Array<Char>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @sample samples.collections.Arrays.TypedArrays
typical
 */

returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.

If any of two pairs would have the same key the last one gets added to the map.
map preserves the entry iteration order of the original array.

*public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity =
    mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform, |u| u */ */ |v| Returns a [Map] containing the elements from the given array indexed by the key

* returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K):
    Map<K, T> {
        val capacity = mapCapacity(size).coerceAtLeast(16)
        return
associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> \n\nval capacity = mapCapacity(size).coerceAtLeast(16)\nreturn associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n\n** Returns a [Map] containing the elements from the given array indexed by the key\n* returned from [keySelector] function applied to each element.\n* \n* \n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* \n* The returned map preserves the entry iteration order of the original array.\n* \n* \n* In/\n* public inline fun <K> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> \n\nval capacity =
mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform))

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function
 */
applied to each element of the given array\n and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
</K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : MutableList<in K, in T>> MutableList<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}
one gets added to the map.

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the
 * [keySelector] function and value is provided by the [valueTransform] function applied to elements of the
 * given array.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        // Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the
        // [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
        // If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector]
 * function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```
MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        return destination.put(keySelector(element),
            valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        return destination += transform(element)
    }
    return destination
}
(item in this) \n  destination.add(item)\n return destination

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in T>> Array<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Return a [HashSet] of all elements.
 */
public fun <T> Array<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Array<T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

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** Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```
invoked on each element of original array, to the given \[destination].

```kotlin
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}
```

```kotlin
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}
```

```kotlin
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}
```

```kotlin
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}
```

```kotlin
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}
```

```kotlin
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}
```

```kotlin
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}
```
entry iteration order of the keys produced from the original array.

```kotlin
BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>
```

Groups elements of the original array by the key returned by the given `keySelector` function
applied to each element and returns a map where each group key is associated with a list of corresponding elements.

```kotlin
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.

```kotlin
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>
```

Groups values returned by the `valueTransform` function applied to each element of the original array
by the key returned by the given `keySelector` function
applied to the element and returns a map where each group key is associated with a list of corresponding values.
```kotlin
public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element, and returns a map where each group key is associated
 * with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element, and returns a map where each group key is associated
 * with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element, and returns a map where each group key is associated
 * with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```
Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements:

```kotlin
@public inline fun <K, M : MutableMap<K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@public inline fun <K, M : MutableMap<K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@public inline fun <K, M : MutableMap<K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@public inline fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@public inline fun <K, M : MutableMap<K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
@public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```
[destination].

* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*/
public inline fun <R, C : MutableCollection<R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*/
public inline fun <R, C : MutableCollection<R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*/
public inline fun <R, C : MutableCollection<R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*/
public inline fun <R, C : MutableCollection<R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

*/
public inline fun <R, C : MutableCollection<R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element in the original array.

*/
public inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element in the original array and appends only the non-null results to the given [destination].

*/
public inline fun <T, R : Any, C : MutableCollection<R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <T, R, C : MutableCollection<R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <R, C : MutableCollection<R>> ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <R, C : MutableCollection<R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <R, C : MutableCollection<R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <R, C : MutableCollection<R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].

*/
public inline fun <R, C : MutableCollection<R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : 
MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : 
MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : 
MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : 
MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : 
MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * The elements in the resulting list are in the same order as they were in the source array.\n */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
IntArray.distinct(): List<Int> {\n    return this.toMutableSet().toList().\n}

ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the
 * given array\n * having distinct keys returned by the given [selector] function.\n * The elements in the resulting list are in the same order as they were
 * in the source array.\n *\n */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList().\n}

LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the
 * given array\n * having distinct keys returned by the given [selector] function.\n * The elements in the resulting list are in the same order as they were
 * in the source array.\n */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList().\n}

IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList().\n}

/**
 * Returns a list containing only distinct elements from the
 * given array\n * having distinct keys returned by the given [selector] function.\n * The elements in the resulting list are in the same order as they were
 * in the source array.\n */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList().\n}

/**
 * Returns a list containing only distinct elements from the
 * given array\n * having distinct keys returned by the given [selector] function.\n * The elements in the resulting list are in the same order as they were
 * in the source array.\n */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList().\n}

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ListOf<Double>.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ListOf<Long>.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Float>.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Short>.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Byte>.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Char>.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Double>.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Long>.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Float>.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Short>.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Byte>.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Char>.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Double>.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Long>.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Float>.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Short>.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Byte>.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Char>.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Double>.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

ArrayOf<Long>.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
Open Source Used In DNAC Platform Antelope
set.removeAll(other) return set

The returned set preserves the element iteration order of the original array.

\( *\)\text{public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> \{\text{val set = this.toMutableSet()_~}\}
\text{return set}removeAll(other) return set\}un/*\*un * \text{Returns a set containing all elements that are contained by this array and not contained by the specified collection.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> \{\text{val set = this.toMutableSet()_~}\}
\text{return set}removeAll(other) return set\}un/*\*un * \text{Returns a set containing all elements that are contained by this array and not contained by the specified collection.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> \{\text{val set = this.toMutableSet()_~}\}
\text{return set}removeAll(other) return set\}un/*\*un * \text{Returns a set containing all elements that are contained by this array and not contained by the specified collection.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> \{\text{val set = this.toMutableSet()_~}\}
\text{return set}removeAll(other) return set\}un/*\*un * \text{Returns a set containing all elements that are contained by this array and not contained by the specified collection.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public infix fun CharArray.subtract(other: Iterable<Character>): Set<Character> \{\text{val set = this.toMutableSet()_~}\}
\text{return set}removeAll(other) return set\}un/*\*un * \text{Returns a set containing all elements that are contained by this array and not contained by the specified collection.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun ByteArray.toMutableSet(): MutableSet<Byte> \{\text{val set = LinkedHashSet<Byte>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun ShortArray.toMutableSet(): MutableSet<Short> \{\text{val set = LinkedHashSet<Short>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun IntArray.toMutableSet(): MutableSet<Int> \{\text{val set = LinkedHashSet<Int>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun LongArray.toMutableSet(): MutableSet<Long> \{\text{val set = LinkedHashSet<Long>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun FloatArray.toMutableSet(): MutableSet<Float> \{\text{val set = LinkedHashSet<Float>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun DoubleArray.toMutableSet(): MutableSet<Double> \{\text{val set = LinkedHashSet<Double>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un * \text{Returns a set containing all distinct elements from the given array.}\n\* * \text{The returned set preserves the element iteration order of the original array.}\n\* /\text{public fun BooleanArray.toMutableSet(): MutableSet<Boolean> \{\text{val set = LinkedHashSet<Boolean>(mapCapacity(size))_~}\}
\text{return set}add(item) return set\}un/*\*un *
Returns a mutable set containing all distinct elements from the given array.

*OrNull The returned set preserves the element iteration order of the original array.

*OrNull

*OrNull

*OrNull

*OrNull

*OrNull

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Returns `true` if all elements match the given [predicate].

```kotlin
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
public func any(): Boolean {
    return !isEmpty()
}

public func ByteArray.any(): Boolean {
    return !isEmpty()
}

public func ShortArray.any(): Boolean {
    return !isEmpty()
}

public func IntArray.any(): Boolean {
    return !isEmpty()
}

public func LongArray.any(): Boolean {
    return !isEmpty()
}

public func FloatArray.any(): Boolean {
    return !isEmpty()
}

public func DoubleArray.any(): Boolean {
    return !isEmpty()
}

public func BooleanArray.any(): Boolean {
    return !isEmpty()
}

public func CharArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
public func any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

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starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> EnumArray.foldRightIndexed(initial: R, operation: (index: Int, Enum, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

```kotlin
*pubinline fun <R> EnumArray.foldRightIndexed(initial: R, operation: (index: Int, Enum, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
its index in the original array and current accumulator value.

* @param [operation] function that takes the index of
an element, the element itself and current accumulator value, and calculates the next accumulator value.

* @public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

* @public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

* @public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

* @public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

* @public inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

* @public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

* @public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

* @public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    for (item in this) action(index++, item)
}

* @public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    for (item in this) action(index++, item)
}

* @public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    for (item in this) action(index++, item)
}

* @public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    for (item in this) action(index++, item)
}

* @public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    for (item in this) action(index++, item)
}

* @public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    for (item in this) action(index++, item)
}
CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Array<out T>.max(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ArrayOfDouble.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ArrayOfLong.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ArrayOfChar.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ArrayOfBoolean.max(): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
= this[i] \n    if (max < e) max = e
} \n
return max\n
\n\n\n* Returns the first element yielding the largest value of the given function or `null` if there are no elements.
\n\n@sample
\n\nsamples.collections.Collections.Aggregates.maxBy\n\n*/

\n\n
public inline fun <T, R : Comparable<R>> Array\n\n<T>.maxBy(selector: (T) -> R): T? { \n    \n    if (isEmpty()) return null
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i] \n        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <T, R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */

public inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? { \n    \n    if (isEmpty()) return null
    \n    var maxElem = this[0]
    \n    val lastIndex = this.lastIndexOf
    \n    if (lastIndex == 0) return maxElem
    \n    var maxValue = selector(maxElem) \n    \n    for (i in 1..lastIndex) { \n        val e = this[i]
        val v = selector(e) \n        if (maxValue < v) { \n            maxElem = e
            maxValue = v
        } \n    } \n
    return maxElem
}
{\n    maxElem = e\n    maxValue = v\n    }\n    return maxElem;\n}/** 
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n */@sample
samples.collections.Collections.Aggregates.maxBy\n*/\n
/** 
 * This is a function that finds the minimum element in an array. It iterates over the array, comparing each element to the current minimum. If the current element is smaller than the current minimum, it updates the minimum. The function returns the minimum element found.

```kotlin
public fun <T : Comparable<T>> Array<out T>.min(): T? {
    if (isEmpty()) return null
    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }
    return min
}
```

* 
* If any of elements is `NaN` returns `NaN`.

```kotlin
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]\n    if (min.isNaN()) return min
    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]\n    if (min.isNaN()) return min
    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
/** 
 * Returns the largest value in the array. It iterates over the array, comparing each element to the current maximum. If the current element is larger than the current maximum, it updates the maximum. The function returns the maximum element found.

```kotlin
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var maxElem = e\n    var maxValue = v\n    }\n    return maxElem;\n}/** 
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */@sample
CharArray.maxWith(\n    comparator: (Char) -> R): Char? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndexOf) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v
        }\n    }\n    return maxElem
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>\n.maxWith(\n    comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var max = this[0]\n    var lastIndexOf = this.lastIndexOf\n    if (lastIndexOf == 0) return max\n    var maxValue = selector(max)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    }
    return max
}
```

```kotlin
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```
open source used in DNAC platform antelope 3806

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ByteArray.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > this[i]) min = this[i]
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ShortArray.min(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > this[i]) min = this[i]
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > this[i]) min = this[i]
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun LongArray.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > this[i]) min = this[i]
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun FloatArray.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) {
        if (this[i].isNaN()) return this[i]
        if (min > this[i]) {
            min = this[i]
        }
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    if (min.isNaN()) return min
    for (i in 1..lastIndex) {
        if (this[i].isNaN()) return this[i]
        if (min > this[i]) {
            min = this[i]
        }
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ShortArray.minBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
minValue = v
\nreturn minElem

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min =
this[0] for (i in 1..lastIndex) {\n    val e = this[i] if (comparator.compare(min, e) > 0) min = e\n} return min

* Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.

\n
/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i] if (comparator.compare(min, e) > 0) min = e\n    } return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i] if (comparator.compare(min, e) > 0) min = e\n    } return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <T> Array<out T>.none(): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true
}
samples.collections.Collections.Aggregates.noneWithPredicate
Boolean Array none(predicate: Boolean) -> Boolean { return true } Returns 'true' if no elements match the given [predicate].

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray none(predicate: Boolean) -> Boolean { return false } Returns 'false' if no elements match the given [predicate].

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline funCharArray none(predicate: Char) -> Boolean { return false } Returns 'false' if no elements match the given [predicate].
Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceIndexedIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceIndexedIndexedIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceIndexedIndexedIndexedIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceIndexedIndexedIndexedIndexedIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Array<out T>.reduceIndexedIndexedIndexedIndexedIndexedIndexed(operation: (index: Int, acc: S, T) -&gt; S): S {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
operation(index, accumulator, this![[index]])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @return return accumulator
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * and current accumulator value, and calculates the next accumulator value.
 * */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element
 and applying [operation] from right to left
 * to each element with its index in the original array and current
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element
 and applying [operation] from right to left
 * to each element with its index in the original array and current
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to
 * to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to
each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded *true*, while *second* list contains elements for which [predicate] yielded *false*. An original collection containing all the non-`null` elements, throwing an [IllegalArgumentOutOfRangeException] if there are any `null` elements.

```kotlin
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this)
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    return this as Array<T>
}
```

Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.

```kotlin
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun Antelope<3814>.sumByDouble(selector: (Antelope<3814>) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        sum += selector(element)
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun {second.add(element) in this}
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun Boolean(: Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this)
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    return Pair(first, second)
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun {second.add(element) in this}
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.
pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`. Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.

```kotlin
/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterable
 */
public infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public infix fun <R> List.zip(other: List<out R>): List<Pair<R, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public infix fun <R> Array.zip(other: Array<out R>): List<Pair<R, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public infix fun <R> Iterable.zip(other: Iterable<out R>): List<Pair<R, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function
 */
public infix fun <T> Iterable.transform(transform: (T) -> R): List<R> {
    return transform(this)
}
```
applied to each pair of elements. The returned list has length of the shortest collection. @sample

samples.collections.Iterables.Operations.zipIterableWithTransform

*\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zip(other: Array\-out R, transform: (a: T, b: R) -> V): List\<V> {\n val size = minOf(size, other.size)\n val list = ArrayList\<V\>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n } return list\}/**

\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zipIterableWithTransform

*\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zip(other: Array\-out R, transform: (a: T, b: R) -> V): List\<V> {\n val size = minOf(size, other.size)\n val list = ArrayList\<V\>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n } return list\}

\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zipIterableWithTransform

*\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zip(other: Array\-out R, transform: (a: T, b: R) -> V): List\<V> {\n val size = minOf(size, other.size)\n val list = ArrayList\<V\>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n } return list\}

\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zipIterableWithTransform

*\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zip(other: Array\-out R, transform: (a: T, b: R) -> V): List\<V> {\n val size = minOf(size, other.size)\n val list = ArrayList\<V\>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n } return list\}

\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zipIterableWithTransform

*\Apache inline fun \ skeptical <T, R, V> Array\-out T>.zip(other: Array\-out R, transform: (a: T, b: R) -> V): List\<V> {\n val size = minOf(size, other.size)\n val list = ArrayList\<V\>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n } return list\}
CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
inline fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // A selection of the provided transform function
}
shortest collection.

*\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

*\n*public inline fun \<R, V> ShortArray.zip(other: Iterable\\<\R>, transform: (a: Short, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> ShortArray.zip(other: Iterable\\<R>, transform: (a: Short, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> IntArray.zip(other: Iterable\\<R>, transform: (a: Int, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> LongArray.zip(other: Iterable\\<R>, transform: (a: Long, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> FloatArray.zip(other: Iterable\\<R>, transform: (a: Float, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> DoubleArray.zip(other: Iterable\\<R>, transform: (a: Double, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> BooleanArray.zip(other: Iterable\\<R>, transform: (a: Boolean, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V> CharArray.zip(other: Iterable\\<R>, transform: (a: Char, b: R) -> V): List\\<V> \{\n\narraySize = size\n\nval list = ArrayList\\<V\\>(minOf(other.collectionSizeOrDefault(10), arraySize))\n\nvar i = 0\n\nfor (element in other) {\n\nif (i >= arraySize) break\n\nlist.add(transform(this[i++], element))\n\n}\nreturn list\\n\n\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* @sample
dsamples.collections.Iterables.Operations.zipIterableWithTransform

*/

open infix fun ByteArray.zip(other: ByteArray): List\\<Pair\\<Byte, Byte>> \{\n\nreturn zip(other) { t1, t2 -> t1 to t2 }\n\n\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest
collection.*  
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}  

* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/

public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}  

* Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable
*/
samples.collections.Iterables.Operations.zipIterableWithTransform\n*/\npublic inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {\n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}\n
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {\n    buffer.append(prefix)\n    var count = 0\n    for (element in this) {\n        if (++count > 1) buffer.append(separator)\n        if (limit < 0 || count <= limit) {\n            buffer.appendElement(element, transform)\n        } else break\n    }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer
}
```java
buffer.append(transform(element))
else
    buffer.append(element.toString())
}

if (limit >= 0 && count > limit) buffer.append(truncated())
buffer.append(postfix())
return

buffer.append(separator) if (limit < 0 || count <= limit) {
    buffer.append(transform(element))
    else
        buffer.append(element.toString())
}

if (limit >= 0 && count > limit) buffer.append(truncated())
buffer.append(postfix())
return

buffer.append(separator) if (limit < 0 || count <= limit) {
    buffer.append(transform(element))
    else
        buffer.append(element.toString())
}

if (limit >= 0 && count > limit) buffer.append(truncated())
buffer.append(postfix())
return

buffer.append(separator) if (limit < 0 || count <= limit) {
    buffer.append(transform(element))
    else
        buffer.append(element.toString())
}

if (limit >= 0 && count > limit) buffer.append(truncated())
buffer.append(postfix())
return
```

The code above is a method that appends the string from all the elements separated using a separator and using the given [prefix] and [postfix] if supplied. If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

The method is defined as follows:

```java
public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    // Method implementation...
}
```

```java
public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    // Method implementation...
}
```

```java
public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    // Method implementation...
}
```

```java
public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
    // Method implementation...
}
```

```java
public fun <A : Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) ->
```
A "buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1) buffer.append(separator)\n            if (limit < 0 || count <= limit) {\n                if (transform != null) {\n                    buffer.append(transform(element))\n                } else {\n                    buffer.append(element.toString())\n                }\n            } else break\n        }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n"

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinTo\n */
public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1) buffer.append(separator)\n            if (limit < 0 || count <= limit) {\n                if (transform != null) {\n                    buffer.append(transform(element))\n                } else {\n                    buffer.append(element)\n                }\n            } else break\n        }
    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinToString\n */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinToString\n */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinToString\n */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinToString\n */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".)\n
 * @sample samples.collections.Collections.Transformations.joinToString\n */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
separators, prefix, postfix, limit, truncated, transform).toString() Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to \"...").

```kotlin
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

```kotlin
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}
```

```kotlin
public fun CharArray.asIterable(): Iterable<Char> {
    if
(isEmpty()) return emptyList() // return Iterable { this.iterator() } // \n // * @sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
this) { return if (count == 0) Double.NaN else sum / count /n}

/**
 * Returns an average value of elements in the array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Int {
    return random(Random)
}

/**
 * Returns an element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Double {
    return random(Random)
}
inline operator fun IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range
 * contains the specified 
 * [element].
 * 
 * Always returns `false` if the 
 * [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range
 * contains the specified 
 * [element].
 * 
 * Always returns `false` if the 
 * [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Double): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified 
 * [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {
    return contains(value.toFloat())
}
and is going to be removed.

```kotlin
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteArray().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShort().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return value.toInt().let { if (it != null) contains(it) else false }
}

@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return contains(value.toLong())
}
```

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operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun
ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun
ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun
ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun
ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator
fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun
ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun
ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 */
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Byte.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public infix fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L
}
```

Returns a progression from this value down to the specified [to] value with the step -1
* The [to] value should be less than or equal to 'this' value.
* If the [to] value is greater than 'this' value the returned progression is empty.

```kotlin
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}
```

Returns a progression that goes over the same range in the opposite direction with the same step.

```kotlin
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}
```

Returns a progression that goes over the same range in the opposite direction with the same step.

```kotlin
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(first, last, -step)
}
```

Returns a progression that goes over the same range in the opposite direction with the same step.

```kotlin
internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in
```
Byte.MIN_VALUE.toInt().Byte.MAX_VALUE.toInt() this.toByteArray() else null

Long.toByteArrayOrNull(): Byte? { null return if (this in Byte.MIN_VALUE.toLong().Byte.MAX_VALUE.toLong()) this.toByteArray() else null

Short.toByteArrayOrNull(): Byte? { null return if (this in Byte.MIN_VALUE.toShort().Byte.MAX_VALUE.toShort()) this.toByteArray() else null

Double.toByteArrayOrNull(): Byte? { null return if (this in Byte.MIN_VALUE.toDouble().Byte.MAX_VALUE.toDouble()) this.toByteArray() else null

Float.toByteArrayOrNull(): Byte? { null return if (this in Byte.MIN_VALUE.toFloat().Byte.MAX_VALUE.toFloat()) this.toByteArray() else null

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * *}
1).toInt()

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Long): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toInt()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}
Ensures that this value is not greater than the specified \[\text{maximumValue}\].

### Byte

```kotlin
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}
```

### Short

```kotlin
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}
```

### Int

```kotlin
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}
```

### Long

```kotlin
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}
```

### Float

```kotlin
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}
```

### Double

```kotlin
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```

### Comparable

```kotlin
public fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}
```

### In

```kotlin
public fun T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    } else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return maximumValue
    }
    return this
}
```

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

### Byte

```kotlin
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}
```

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

### Short

```kotlin
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}
```

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

### Int

```kotlin
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}
```

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

### Long

```kotlin
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
}
```

IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n return this

@SinceKotlin("1.1")
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start
        range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) ->
            range.endInclusive
        else -> this // this < start equiv to this <= start && !(this >= start)
    }
}

public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
*/
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
 * 
 * @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'
 * 
 * @sample
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
Since Kotlin 1.3
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)

        @kotlin.internal.InlineOnly
        public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

        @kotlin.internal.InlineOnly
        public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

        @kotlin.internal.InlineOnly
        public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

        @kotlin.internal.InlineOnly
        public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

        @kotlin.internal.InlineOnly
        public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

        @kotlin.internal.InlineOnly
        public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

        @kotlin.internal.InlineOnly
        public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

        @kotlin.internal.InlineOnly
        public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

        @kotlin.internal.InlineOnly
        public inline operator fun times(other: UByte): UByte = this.toULong().times(other)

        @kotlin.internal.InlineOnly
        public inline operator fun times(other: UShort): UByte = this.toULong().times(other)

        @kotlin.internal.InlineOnly
        public inline operator fun times(other: UInt): UByte = this.toULong().times(other)

        @kotlin.internal.InlineOnly
        public inline operator fun times(other: ULong): UByte = this.toULong().times(other)

        @kotlin.internal.InlineOnly
        public inline operator fun div(other: UByte): UInt = this.toULong().div(other)

        @kotlin.internal.InlineOnly
        public inline operator fun div(other: UShort): UInt = this.toULong().div(other)

        @kotlin.internal.InlineOnly
        public inline operator fun div(other: UInt): UInt = this.toULong().div(other)

        @kotlin.internal.InlineOnly
        public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

        @kotlin.internal.InlineOnly
        public inline operator fun mod(other: UByte): UInt = this.toULong().mod(other)

        @kotlin.internal.InlineOnly
        public inline operator fun mod(other: UShort): UInt = this.toULong().mod(other)

        @kotlin.internal.InlineOnly
        public inline operator fun mod(other: UInt): UInt = this.toULong().mod(other)

        @kotlin.internal.InlineOnly
        public inline operator fun mod(other: ULong): ULong = this.toULong().mod(other)
    }
}

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@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): UByte = UByte(data.inc())
/** Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): UByte = UByte(data.dec())
/** Decrements this value. */

@kotlin.internal.InlineOnly
operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
infix fun and(other: UByte): UByte = UByte(this.data and other.data)
/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
infix fun or(other: UByte): UByte = UByte(this.data or other.data)
/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)
/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline fun inv(): UByte = UByte(data.inv())
/** Inverts the bits in this value. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data
/** Converts this [UByte] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort() and 0xFF
/** Converts this [UByte] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFF
/** Converts this [UByte] value to [Int]. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFF
/** Converts this [UByte] value to [Long]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = this
/** Converts this [UByte] value to [UByte]. */

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this.toUByte().toUShort() and 0xFFFF
/** Converts this [UByte] value to [UShort]. */

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this.toUByte().toULong() and 0xFFFFFFFF
/** Converts this [UByte] value to [ULong]. */
'UShort' value are the same as the bits of this 'UByte' value, whereas the most significant 8 bits are filled with zeros.

@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = UShort(data.toShort() and 0xFF)

/**
 * Converts this [UByte] value to [UInt].
 *
 * The resulting `UInt` value represents the same numerical value as this `UByte`.
 * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `UByte` value, whereas the most significant 24 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF)

/**
 * Converts this [UByte] value to [ULong].
 *
 * The resulting `ULong` value represents the same numerical value as this `UByte`.
 * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value, whereas the most significant 56 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)

/**
 * Converts this [UByte] value to [Float].
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()

/**
 * Converts this [UByte] value to [Double].
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble()

public override fun toString(): String = toInt().toString()

/**
 * Converts this [Byte] value to [UByte].
 *
 * If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte`.
 *
 * The resulting `UByte` value has the same binary representation as this `Byte` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this)

/**
 * Converts this [Short] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Short`.
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Int`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this [Int] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this [Long] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32

        @kotlin.internal.InlineOnly
        public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it’s less than other, or a positive number if it’s greater than other.
     */
    @kotlin.internal.InlineOnly
    public fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    public override fun toString(): String = toInt().toString()

}
public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
    /**
     * Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /**
     * Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
    /**
     * Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
    /**
     * Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
    /**
     * Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /**
     * Multiplies this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
    /**
     * Multiplies this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
    /**
     * Multiplies this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
    /**
     * Multiplies this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /**
     * Calculates the remainder of dividing this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
    /**
     * Calculates the remainder of dividing this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
    /**
     * Calculates the remainder of dividing this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)
    /**
     * Calculates the remainder of dividing this value by the other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /**
     * Increments this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UInt = UInt(data.inc())
    /**
     * Decrements this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UInt = UInt(data.dec())

    /**
     * Creates a range from this value to the specified other value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)

    /**
     * Shifts this value left by the [bitCount] number of bits, filling the leftmost bits with zeros.
     */
    * /\n@kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): UInt = UInt(data shl bitCount)
    /**
     * Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.
     */
    * /\n@kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): UInt = UInt(data shr bitCount)
bits are filled with the sign bit of this value.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly

public inline fun Short.toUInt(): UInt = UInt(this.toInt())

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUInt(): UInt = UInt(this)

/**
 * Converts this \[Int\] value to \[UInt\].
 *
 * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int`.
 * The resulting `UInt` value has the same binary representation as this `Int` value.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUInt(): UInt = UInt(this)

/**
 * Converts this \[Long\] value to \[UInt\].
 *
 * If this value is positive and less than or equal to \[UInt.MAX_VALUE\], the resulting `UInt` value represents the same numerical value as this `Long`.
 * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toUInt(): UInt = doubleToUInt(this)

/**
 * Converts this \[Float\] value to \[UInt\].
 *
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or `NaN`, \[UInt.MAX_VALUE\] if it's bigger than \[UInt.MAX_VALUE\].
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toUInt(): UInt = doubleToUInt(this)

/**
 * Converts this \[Double\] value to \[UInt\].
 *
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is negative or `NaN`, \[UInt.MAX_VALUE\] if it's bigger than \[UInt.MAX_VALUE\].
 */

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): UInt = this.toULong().plus(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toDouble().compareTo(other.toDouble())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong =
    this.toULong().plus(other) /* Subtract the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt =
    this.toUInt().minus(other.toUInt()) /* Subtract the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt =
    this.toUInt().minus(other.toUInt()) /* Subtract the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt =
    this.toUInt().plus(other) /* Subtract the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong =
    this.toULong().minus(other).toULong() /* Multiply this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt =
    this.toUInt().div(other.toUInt()) /* Divide this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt =
    this.toUInt().div(other.toUInt()) /* Divide this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong =
    this.toULong().div(other) /* Divide this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt =
    this.toUInt().rem(other.toUInt()) /* Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt =
    this.toUInt().rem(other.toUInt()) /* Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
    this.toULong().rem(other) /* Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UShort = UShort(data.inc()) /* Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UShort = UShort(data.dec()) /* Decrements this value. */

    /**
     * Converts this `UShort` value to `Byte`.
     *
     * If this value is less than or equals to `Byte.MAX_VALUE`, the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * The resulting `Byte` value may be negative.
     * * This value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
     * * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
     * represents the same numerical value as this `UShort`.
     * * Note that the resulting `Byte` value may be negative.
value are the same as the bits of this `UShort` value,
* whereas the most significant 16 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 16 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 48 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
* whereas the most significant 8 bits are filled with zeros.
* A `UShort` value is valid if its bits are the same as the bits of this `UShort` value,
override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type Int. */
    public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
}

/**
 * A range of values of type `Int`. *
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`. *
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}

/**
 * Returns an empty read-only list. The returned list is
 * serializable (JVM).
 * @sample samples.collections.Collections.emptyList
 */
public fun <T> emptyList(): List<T> = EmptyList
serializable (JVM).

* @sample samples.collections.Collections.Lists.readOnlyList

/public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

* @sample samples.collections.Collections.Lists.emptyList

public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> MutableList(vararg elements: T): MutableList<T> = ArrayList(ArrayAsCollection(elements, isVarargs = true)).asList() * @sample samples.collections.Collections.Lists.emptyList

/**
 * Returns a new mutable list with the specified [size], where each element is calculated by calling the specified function.
 * The function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index. 
 * @sample samples.collections.Collections MutableList
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Collections.lastIndex
 */
public val <T> List<T>.lastIndex: Int get() = this.size - 1

/**
 * Returns `true` if the collection is not empty or the empty list otherwise.
 * @sample samples.collections.Collections.Collections.isNotEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isEmpty(): Boolean = isNullOrEmpty() * @sample samples.collections.Collections.Collections.isNotNull

/**
 * Returns this Collection if it's not `null` or the result of calling [defaultValue] function if the collection is
 * @sample samples.collections.Collections.Collections.orEmpty
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()
empty.

@sample samples.collections.Collections.Collections.collectionIfEmpty

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.containsAll
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
    Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T>
    List<T>.optimizeReadOnlyList() = when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else ->
            this
        }

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * The null value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.binarySearchOnComparable
 */
public fun <T : Comparable<T>>
    List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
        rangeCheck(size, fromIndex, toIndex)

        var low = fromIndex
        var high = toIndex - 1
        while (low <= high) {
            val mid = (low + high).ushr(1) // safe from overflows
            val midVal = get(mid)
            val cmp = midVal.compare(element)

            if (cmp < 0)
                low = mid + 1
            else if (cmp > 0)
                high = mid - 1

            else
                return mid // key found
        }
        return -(low + 1)  // key not found
    }

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements,
 * otherwise the result is undefined.
 * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.
 * The null value is considered to be less than any non-null value.
 * @return the index of the element with the specified [key], if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.binarySearchByKey
 */
public inline fun <T, K : Comparable<K>>
    List<T>.binarySearchBy(
        key: K?,
        fromIndex: Int = 0,
        toIndex: Int = size,
        crossinline selector: (T) -> K?
    ): Int =
        binarySearch(fromIndex, toIndex) { selector(it) }

// do not introduce this
public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K): Int =
        binarySearch(fromIndex, toIndex) {
            comparator.compare(selector(it), key) }

/**
 * Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements.
 * i.e. negative values come before zero and zeroes come before positive values.
 * Otherwise, the result is undefined.
 * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.
 * @param comparison function that returns zero when called on the list element being searched.
 * On the elements coming before the target element, the function must return negative values.
 * On the elements coming after the target element, the function must return positive values.
 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Lists.binarySearchWithComparisonFunction
 */
public fun <T, K> List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 ->
            throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }
emptyMap() * Returns an empty read-only map. * The returned map is serializable (JVM).
@sample samples.collections.Maps.Instantiation.emptyReadOnlyMap
*/
@kotlin.internal.InlineOnly
public inline fun <K, V> mapOf(): Map<K, V> = emptyMap() * Returns a new [MutableMap] with the specified contents, given as a list of pairs * where the first component is the key and the second is the value. * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. * Entries of the map are iterated in the order they were specified.
@sample samples.collections.Maps.Instantiation.mutableMapFromPairs
*/
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>() * Returns an empty new [HashMap].
@sample samples.collections.Maps.Instantiation.hashMapFromPairs
*/
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = LinkedHashSet<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) } * Returns a new [LinkedHashSet] with the specified contents, given as a list of pairs * where the first component is the key and the second is the value. * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. * Entries of the map are iterated in the order they were specified.
@sample samples.collections.Maps.Instantiation.linkedMapFromPairs
*/
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
private fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return expectedSize + expectedSize / 3
    }
    return Int.MAX_VALUE // any large value
}
private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1

containsKey(key):\n\n/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.get(key: K): V? = @n@ Suppress("UNCHECKED_CAST") (this as Map\langle K, V\rangle).get(key)\n
get(key):\n\n/**
 * Returns the value corresponding to the given key.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.getOrDefault(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()\n
containsValue(value):\n\n/**
 * Returns `true` if the map maps one or more keys to the specified [value], or requires to pass a key of type `V`.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes V> Map\langle out K, V\rangle\.containsValue(value: V): Boolean = this\.containsValue(value)\n
containsKey(key):\n\n/**
 * Returns `true` if the map contains the specified [key].
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K> Map\langle out K, V\rangle\.containsKey(key: K): Boolean = @n@ Suppress("UNCHECKED_CAST") (this as Map\langle K, V\rangle).containsKey(key)\n
containsEntry(key, value):\n\n/**
 * Returns `true` if the map contains an entry whose key is equal to the specified key and whose value is equal to the specified value.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.containsEntry(key: K, value: V): Boolean = this\.containsEntry(key, value)\n
remove(key):\n\n/**
 * Removes the specified key and its corresponding value from this map.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.remove(key: K): V? = this\.remove(key)\n
removeAll():\n\n/**
 * Removes all of the mappings from this map, if it is backed by an implementer of the `Set` interface, or causes a re-organization of mappings in some other manner if it is not.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.removeAll(): Unit = this\.removeAll()\n
removeAll(containsKey):\n\n/**
 * Removes key-value pairs for all keys found in the specified `Predicate`.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K> Map\langle out K, V\rangle\.removeAll(containsKey: Boolean): Unit = this\.removeAll { key, _ -> containsKey(key) }\n
entrySet():\n\n/**
 * Returns an `EntrySet` view of the map entries.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> Map\langle out K, V\rangle\.entrySet(): Set\langle Entry\rangle = this\.entrySet()\n
entries.iterator() * Populates the given [destination] map with entries having the keys of this map and the
values obtained by applying the [transform] function to each entry in this [Map].

/**
 * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * @sample samples.collections.Maps.Transformations.mapValues
 */
    return entries.associateByTo(destination, { it.key }, transform) * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
}

/**
 * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * @sample samples.collections.Maps.Transformations.mapKeys
 */
    return entries.associateByTo(destination, transform, { it.value }) * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * @sample samples.collections.Maps.Filtering.filterTo
 */
    return destination.associateByTo(element, predicate) * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filter
 */
    return filterTo(LinkedHashMap<K, V>(), predicate) * Returns a new map containing all key-value pairs matching the given [predicate].
    
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filter
 */
    return filterTo(LinkedHashMap<K, V>(), predicate) * Returns a new map containing all key-value pairs matching the given [predicate].
    
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * @sample samples.collections.Maps.Filtering.filterTo
 */
    return filterTo(destination, element, predicate) * Appends all entries matching the given [predicate] into the mutable map given as [destination].
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
 * @sample samples.collections.Maps.Filtering.filterTo
 */
    return filterTo(destination, element, predicate) * Appends all entries matching the given [predicate] into the mutable map given as [destination].
}
samples.collections.Maps.Filtering.filterNotTo

```kotlin
    return this.filterNotTo(LinkedHashMap<K, V>(), predicate)
}
```

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>>
    Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}
```

```
/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 */
@sample

samples.collections.Maps.Filtering.filterNotTo

```kotlin
    return filterNotTo(destination, predicate)
}
```

```
/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 */
```
pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }  

/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].
 * Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].
 * @param map
 * @return A new read-only map.
 */
public operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>) =
    LinkedHashMap(this).apply { putAll(map) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].
 * @param map
 * @return A new read-only map.
 */
public operator fun <K, V> Map<out K, V>.plusAssign(map: Map<out K, V>) =
    LinkedHashMap(this).apply { putAll(map) }

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 * @param pairs
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { putAll(pairs) }.optimizeReadOnlyMap()

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 * @param pairs
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { putAll(pairs) }.optimizeReadOnlyMap()

/**
 * Appends or replaces all entries from the given [map] in this mutable map.
 * @param map
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { putAll(map) }.optimizeReadOnlyMap()

/**
 * Removes the entry with the given [key] from this mutable map.
 * @param key
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { remove(key) }

/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.
 * @param keys
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { keys.removeAll(keys) }

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 * @param keys
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { keys.removeAll(keys) }

/**
 * Removes all entries from the keys of which are contained in the given [keys] array from this mutable map.
 * @param keys
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { keys.removeAll(keys) }

/**
 * Removes all entries from the keys of which are contained in the given [keys] sequence from this mutable map.
 * @param keys
 * @return A new mutable map.
 */
    MutableMap<in K, V> =
    this.toMutableMap().apply { keys.removeAll(keys) }
/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 340660374387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty() && isSingletonMapOrSelf() || this
    override fun hashCode(): Int = 0
    override fun toString(): String = "{[]}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are preserved in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) LinkedHashSet(elements.toList()) else emptySet()

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
@kotlin.internal.InlineOnly
public inline fun <T> setOf(): Set<T> = emptySet()

/**
 * Returns a new [MutableSet].
 * The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> = HashSet()

/** Returns a new [MutableSet] with the given elements.
 * @sample samples.collections.Collections.Sets.mutableSet
 */
public fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toSet()

/** Returns an empty new [HashSet].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> = HashSet()

/** Returns a new [HashSet] with the given elements.
 */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toSet()

/** Returns this [Set] if it's not `null` and the empty set otherwise.
 * @sample Samples.Collections.Sets.setOf
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> Set<T>.orEmpty(): Set<K> = optimizeReadOnlySet() when (size) {
    0 -> emptySet()
    else -> this
}

internal fun <T> Set<Nothing>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> toSingletonMapOrSelf() || this
    else -> this
}

package kotlin.collections

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> String.toByteOrNull(): Byte? = toByteOrNull()

/**
 * Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> String.toByteOrNull(radix: Int): Byte? = toByteOrNull()

/**
 * Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> String.toShortOrNull(): Short? = toShortOrNull()

/**
 * Parses the string as a [Short] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> String.toShortOrNull(radix: Int): Short? = toShortOrNull()

*/
string is not a valid representation of a number.

* `@throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.*

* `@SinceKotlin("1.1")` *\n
```kotlin
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}
```

```kotlin
/**
 * Parses the string as an \[Int\] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**
 * Parses the string as an \[Int\] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.*

* `@SinceKotlin("1.1")` *\n
```kotlin
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a \[Long\] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.*

* `@SinceKotlin("1.1")` *\n
```kotlin
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()
```

---

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@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)

package kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

---

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val divisor = v2.toLong() if (divisor < 0) {
    // i.e., divisor >= 2^63
    return if (v1 < v2) ULong(0) else ULong(1)
}
// Optimization - use signed division if both dividend and divisor < 2^63
if (dividend >= 0) {
    return ULong(dividend / divisor)
}
// Otherwise, approximate the quotient, check, and correct if necessary.
val quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)

// Optimization - use signed modulus if both dividend and divisor < 2^63
if (dividend >= 0) {
    return ULong(dividend % divisor)
}
// Otherwise, approximate the quotient, check, and correct if necessary.
val quotient = ((dividend ushr 1) / divisor) shl 1
val rem = dividend - quotient * divisor
return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) v1 // dividend < divisor
        else (v1 - v2) // dividend < divisor
    }

    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend / divisor)
    }

    // Otherwise, approximate the quotient, check, and correct if necessary.
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v < Long.MAX_VALUE -> v.toInt().toUInt()
    else -> v - 9223372036854775808.0).toInt().toUInt() + Int.MAX_VALUE.toUInt()      // Int.MAX_VALUE < v <
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE ->
        v.toDouble().toULong() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
    else -> v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL      // Long.MAX_VALUE + 1 < v <
}

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

}
Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */

internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
    }

    */

    internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }

    /**
     *
     * Returns all elements from all collections in the given collection.
     * @sample samples.collections.Iterables.Operations.flattenIterable
     */
    public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
        val result = ArrayList<T>()
        for (element in this) {
            result.addAll(element)
        }
        return result
    }

    /**
     * Returns a single list of all elements from all pairs in this collection.
     * @sample samples.collections.Iterables.Operations.unzipIterable
     */
    public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
        val listT = ArrayList<T>(expectedSize)
        val listR = ArrayList<R>(expectedSize)
        for (pair in this) {
            listT.add(pair.first)
            listR.add(pair.second)
        }
        return listT to listR
    }

    private object EmptySequence : Sequence<Nothing>,
    DropTakeSequence<Nothing> {
        override fun iterator(): Iterator<Nothing> = EmptyIterator
        override fun drop(n: Int) = EmptySequence
        override fun take(n: Int) = EmptySequence
    }

    /**
     * Returns this sequence if it's not `null` and the empty sequence otherwise.
     * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
     */
    @SinceKotlin("1.3")
    @kotlin.internal.InlineOnly
    public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

    /**
     * Returns a sequence that iterates through the elements either of
     * this sequence or, if this sequence turns out to be empty, of the sequence returned by 
     * `defaultValue` function.
     * @sample samples.collections.Sequences.Usage.sequenceIfEmpty
     */
    @SinceKotlin("1.3")
    public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
        this@ifEmpty.iterator()
        if (iterator.hasNext()) {
            yieldAll(iterator)
        } else {
            yieldAll(defaultValue())
        }
    }

    /**
     * Returns a sequence of all elements from all sequences in this
     * sequence.
     */
    public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all iterables in this
     * sequence.
     */
    @kotlin.jvm.JvmName("flattenSequenceOfIterable")
    public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all collections in this
     * sequence, where
     */
    public fun <T> Sequence<Collection<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all iterables in this
     * sequence.
     */
    @kotlin.jvm.JvmName("flattenSequenceOfIterable")
    public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all sequences in this
     * sequence.
     */
    public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all iterables in this
     * sequence.
     */
    @kotlin.jvm.JvmName("flattenSequenceOfIterable")
    public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all sequences in this
     * sequence.
     */
    public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all iterables in this
     * sequence.
     */
    @kotlin.jvm.JvmName("flattenSequenceOfIterable")
    public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
        } else if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return FlatteningSequence(this, { it }, iterator)
        } else {
            return Collection.<R, Sequence<*>>.
            flatten(iterator) {
                sequence {
                    yieldAll(iterator)
                }
            }
        }
    }

    /**
     * Returns a sequence of all elements from all sequences in this
     * sequence.
     */
    public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

    private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
        if (this is TransformingSequence<*, *> || this is Sequence<*>.
        flatten(iterator)) {
            return (this as TransformingSequence<*,,
class FlatteningSequence<T, R, E> {
    constructor(
        private val sequence: Sequence<T>,
        private val transformer: (T) -> R,
        private val iterator: (R) -> Iterator<E>
    ) : Sequence<E> {
        override fun iterator(): Iterator<E> = object : Iterator<E> {
            override fun next(): E {
                val iterator = sequence.iterator()
                var itemIterator: Iterator<E>? = null
                override fun hasNext(): Boolean {
                    return ensureItemIterator()
                }
                private fun ensureItemIterator(): Boolean {
                    if (itemIterator == null) {
                        if (!iterator.hasNext()) {
                            return false
                        } else {
                            itemIterator = iterator.next()
                            return true
                        }
                    } else {
                        if (!itemIterator.hasNext()) {
                            itemIterator = null
                            return false
                        } else {
                            return true
                        }
                    }
                }
            }
        }
    }
}

/**
 * A sequence which combines values from the underlying [sequence] with their indices and returns them as
 * [IndexedValue] objects. 
 */
internal class IndexingSequence<T> {
    constructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {
        override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
            val iterator = sequence.iterator()
            var index = 0
            override fun next(): IndexedValue<T> {
                return IndexedValue(index++, iterator.next())
            }
        }
    }
}

/**
 * A sequence which returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate]. 
 */
internal class FilteringSequence<T> {
    constructor(
        private val sequence: Sequence<T>,
        private val sendWhen: Boolean = true
    ) : Sequence<T> {
        override fun iterator(): Iterator<T> = object : Iterator<T> {
            private val predicate: (T) -> Boolean
        }
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying
 * [sequence]. 
 */
internal class TransformingSequence<T, R> {
    constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {
        override fun iterator(): Iterator<R> = object : Iterator<R> {
            val iterator = sequence.iterator()
            var index = 0
            override fun next(): R {
                return transformer(iterator.next())
            }
        }
    }
}

/**
 * A sequence which combines values from the underlying [sequence] with their indices and returns them as
 * [IndexedValue] objects. 
 */
internal class TransformingIndexedSequence<T, R> {
    constructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
        override fun iterator(): Iterator<R> = object : Iterator<R> {
            val iterator = sequence.iterator()
            var index = 0
            override fun next(): R {
                return transformer(iterator.next())
            }
        }
    }
}

interface Container<T> {
    override fun hasNext(): Boolean
    override fun next(): T
}

interface Iterable<T> {
    override fun hasNext(): Boolean
    override fun next(): T
}

interface Iterator<T> {
    override fun hasNext(): Boolean
    override fun next(): T
}

interface Sequence<T> {
    override fun iterator(): Iterator<T>
}

interface Sequential<T> {
    override fun iterator(): Sequential<T>
}

interface Transformable<T> {
    override fun iterator(): Transformable<T>
}

class ArrayList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class LinkedList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Stack<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Queue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class PriorityQueue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Deque<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Set<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Map<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Array<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class ArrayList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class LinkedList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Stack<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Queue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class PriorityQueue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Deque<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Set<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Map<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Array<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class ArrayList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class LinkedList<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Stack<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Queue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class PriorityQueue<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Deque<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Set<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Map<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}

class Array<T> {
    override fun iterator(): Iterator<T> = { Iterator { this } }
}
val element = iterator.next()\nif (nextItemIterator.hasNext()) \n  nextItemIterator = iterator(transformer(element))\nelse \n  iterator = nextItemIterator\nif (nextItemIterator.hasNext()) \n  return true\nelse \n  return false

fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n
fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n
fun override fun iterator() = object : Iterator<T> {
  val iterator = sequence.iterator()
  var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
  var nextItem: T? = null\n
  override fun hasNext(): Boolean {
    return nextState == 1
  }

  override fun next(): T {
    if (nextState == -1)
      throw NoSuchElementException()\n
    if (predicate(item)) {
      nextState = 1
      nextItem = item
      return
    }

    if (nextItemIterator.hasNext()) {
      val nextItemIterator = iterator(transformer(element))\n      nextItemIterator.hasNext() \n
      if (predicate(item)) {
        nextState = 1
        nextItem = item\n        return
      }\n
      val nextState = 0\n      override fun next(): T {
        if (nextState == -1)
          return (position < startIndex && & & iterator.hasNext()) \n
        return position++ as T
      }

      override fun hasNext(): Boolean {
        return position < startIndex && iterator.hasNext()
      }

      override fun next(): T {
        return position++ as T
      }
    }

    val result = nextItem as T\n    nextItem = null

    if ((nextState == 0) \n
    when noSuchElementException() \n
    @Suppress("UNCHECKED_CAST")\n    val element = iterator.next()\n    val nextItemIterator = iterator(transformer(element))\n
    if (nextItemIterator.hasNext()) {
      nextItemIterator = iterator(transformer(element))\n    } else {
      iterator = nextItemIterator\n    }

    if (nextState == 0)
      throw NoSuchElementException()"}

    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n
    override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n
    override fun iterator() = object : Iterator<T> {
      val iterator = sequence.iterator()
      var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
      var nextItem: T? = null

      override fun hasNext(): Boolean {
        return nextState == 1
      }

      override fun next(): T {
        return nextState++ as T
      }

      override fun hasNext(): Boolean {
        return nextState < startIndex && iterator.hasNext()
      }

      override fun next(): T {
        return nextState++ as T
      }
    }

    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n
    override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)
DropWhileSequence<T> constructor(T sequence, (T) -> Boolean) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration
        var nextItem: T? = null

        private fun drop() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (!predicate(item)) {
                    nextItem = item
                    dropState = 1
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                @Suppress("UNCHECKED_CAST")
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }
}

DistinctSequence<T, K>(source, keySelector) : Sequence<T> {
    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(source: Iterator<T>, keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)

            if (observed.add(key)) {
                setNext(next)
                return
            }
        }
        done()
    }
}

GeneratorSequence<T : Any>(getInitialValue: () -> T?, getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else 1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

fun generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }, constraintOnce: { sequence, constrainOnce: { sequence } })
}

fun generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> = if (seed == null)

EmptySequence else


GeneratorSequence({ seed }, nextFunction)\n\n* Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value, \n* and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration. \n* The sequence produces values until it encounters first `null` value. \n* If [seedFunction] returns `null`, an empty sequence is produced. \n* The sequence can be iterated multiple times. \n* \n@see kotlin.sequences.sequence
\n@sample samples.collections.Sequences.Building.generateSequenceWithLazySeed

/**
 * Returns a sequence defined by the function \[seedFunction],
 * which is invoked to produce the starting value,
 * and the \[nextFunction], which is invoked to calculate the next
 * value based on the previous one on each iteration. \n * The sequence produces values until it encounters first
 * `null` value. \n * If \[seedFunction] returns `null`, an empty sequence is produced. \n * The sequence can be iterated multiple times. \n * \n@see kotlin.sequences.sequence
@sample samples.collections.Sequences.Building.generateSequenceWithLazySeed\n*/

public fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> = GeneratorSequence(seedFunction, nextFunction)\n
/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package kotlin

import kotlin.contracts.contract

/**
 * Throws an \[IllegalArgumentException\] if the \[value\] is false.\n * \n * @sample samples.miss.Preconditions.failRequireWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an \[IllegalArgumentException\] if the \[value\] is null. Otherwise returns the not null value. \n * \n * @sample samples.miss.Preconditions.failRequireWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?): T {
    contract {
        returns() implies value != null
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an \[IllegalStateException\] if the \[value\] is false.\n * \n * @sample samples.miss.Preconditions.failCheckWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an \[IllegalStateException\] if the \[value\] is null. Otherwise returns the not null value. \n * \n * @sample samples.miss.Preconditions.failCheckWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies value != null
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an \[IllegalStateException\] with the given \[message\].\n * \n * @sample samples.miss.Preconditions.failWithError\n */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

/*
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 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()

        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
   definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}
*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual infix fun LongArray.contentEquals(\nother: \nLongArray): Boolean {\n    definedExternally\n}\n\n* Returns `true` if the two specified arrays are \n* structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the \[equals\] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n*

*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual infix fun FloatArray.contentEquals(\nother: \nFloatArray): Boolean {\n    definedExternally\n}\n\n* Returns `true` if the two specified arrays are \n* structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the \[equals\] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n*

*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual infix fun BooleanArray.contentEquals(\nother: \nBooleanArray): Boolean {\n    definedExternally\n}\n\n* Returns `true` if the two specified arrays are \n* structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the \[equals\] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n*

*\@SinceKotlin("1.1")\n@library("arrayEquals")\npublic actual infix fun CharArray.contentEquals(\nother: \nCharArray): Boolean {\n    definedExternally\n}\n\n* Returns `true` if the two specified arrays are \n* structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the \[equals\] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun Array<out T>.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun ByteArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun ShortArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun IntArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun LongArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun FloatArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun DoubleArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun BooleanArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayHashCode")\npublic actual fun CharArray.contentHashCode(): Int {\n    definedExternally\n}\n\n* Returns a hash code based on the contents of this array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun Array<out T>.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun ByteArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun ShortArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun IntArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun LongArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun FloatArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun DoubleArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun BooleanArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*

*\@SinceKotlin("1.1")\n@library("arrayToString")\npublic actual fun CharArray.contentToString(): String {\n    definedExternally\n}\n\n* Returns a string representation of the contents of the specified array as if it is \[List\].\n*
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\]
 * or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the \[destination\] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that array.
 * 
 * It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\]
 * or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the \[destination\] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}
@param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to
 copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [ endIndex] is out of range of this
 array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to
 copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [ endIndex] is out of range of this
 array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to
 copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [ endIndex] is out of range of this
 array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to
 copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [ endIndex] is out of range of this
 array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(),
    destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}  
* Copies this array or its subrange into the [destination] array and returns that array.
* In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Returns new array which is a copy of the original array.
 * @param samples collections.Arrays.CopyOfOperations.copyOfOn  
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
*n @SinceKotlin("1.3")@kotlin.internal.InlineOnlyn @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n\n/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * In all other cases, [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
*
array which is a copy of the original array.

```kotlin
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}
```

```kotlin
public actual fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n\n    return this.asDynamic().slice()\n```
in the copy array are filled with zero values.

```kotlin
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}
```

```kotlin
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}
```

```kotlin
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}
```

```kotlin
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}
```

```kotlin
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
}
```

```kotlin
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}
```
IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
AbstractList.checkRangeIndexes(fromIndex, toIndex, size))  this.asDynamic().fill(element, fromIndex, toIndex));
}  \n}\n\n/* Fills this array or its subrange with the specified [element] value. */

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {

AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements)
}
then all elements of the given [elements] collection.
*/
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then all elements of the
 * given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
} //

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)
    }
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun CharArray.sort(): Unit {
    definedExternally
} //

/**
 * Sorts the array in-place according to the natural order
of its elements. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}
```

```kotlin
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 * of the comparison. The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
```
no\n* compare as equal, the result of that comparison is returned.\n* @sample
samples.comparisons.Comparisons.compareValuesByWithSelectors\n* /\n\npublic fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*?>?): Int {\n    require(selectors.size > 0)\n    return compareValuesByImpl(a, b, selectors)\n}\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*?>?>?): Int {\n    for (fn in selectors) {\n        val v1 = fn(a)\n        val v2 = fn(b)\n        val diff = compareValues(v1, v2)\n        if (diff != 0) return diff\n    }\n    return 0\n}\n\n/**\n * Compares two values using the specified \[selector\] function to calculate the result of the comparison.\n* The function is applied to the given values \[a\] and \[b\] and return \[Comparable\] objects.\n* The result of comparison of these \[Comparable\] instances is returned.\n* @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n* @\n* kotlin.internal.InlineOnly\n\npublic inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*?>?): Int {\n    return compareValues(selector(a), selector(b))\n}\n\n/**\n * Compares two values using the specified \[selector\] function to transform a \[Comparable\] value to another \[Comparable\] value for comparison.\n* The function is applied to the given values \[a\] and \[b\] and return \[Comparable\] objects. As soon as the \[Comparable\] instances returned by a function for \`a` and \`b` values do not\n* compare as equal, the result of that comparison is returned from the \[Comparable\]\n* @sample
samples.comparisons.Comparisons.compareValuesByWithSelectors\n* /\n\npublic fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {\n    return comparator.compare(selector(a), selector(b))\n}\n\n/**\n * Creates a comparator using the function to transform value to a \[Comparable\] instance for comparison.\n* @sample
samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n* @\n* kotlin.internal.InlineOnly\n\npublic inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector)\n    }\n\n/**\n * Creates a comparator using the \[selector\] function to transform values being compared and then applying\n* the specified \[comparator\] to compare transformed values.\n* @sample
samples.comparisons.Comparisons.compareValuesByWithComparator\n* @\n* kotlin.internal.InlineOnly\n\npublic inline fun <T, K> compareByDescending(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesByDescending(a, b, selector)\n    }\n\n/**\n * Creates a descending comparator using the function to transform value to a \[Comparable\] instance for comparison.\n* @sample
samples.comparisons.Comparisons.compareValuesByDescendingWithSingleSelector\n* @\n* kotlin.internal.InlineOnly\n\npublic inline fun <T> compareValuesByDescending(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesByDescending(a, b, selector)\n    }\n\n/**\n * Creates a descending comparator using the \[selector\] function to transform values being compared and then applying\n* the specified \[comparator\] to compare transformed values.\n* Note that an order of \[comparator\] is reversed by this wrapper.\n* @sample
samples.comparisons.Comparisons.compareValuesByDescendingWithComparator\n* @\n* kotlin.internal.InlineOnly\n\npublic inline fun <T, K> compareValuesByDescending(compparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesByDescending(a, b, comparator, selector)\n    }\n\n/**
*Note: The text below is a natural representation of the provided code snippet.*

```kotlin
/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It uses
 * the [selector] function to transform values and then compares them with the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun <T>
    Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b -
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else
            compareValuesBy(a, b, selector)
    }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It uses
 * the [selector] function to transform values and then compares them with the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>,
    crossinline selector: (T) -> K):
    Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    }

/**
 * Creates a descending comparator using the primary comparator and
 * the [selector] function to transform value to a [Comparable] instance for comparison.
 */
@kotlin.internal.InlineOnly
public inline fun <T>
    Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*?>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
    }

/**
 * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses
 * the [selector] function to transform values and then compares them with the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>,
    crossinline selector: (T) -> K):
    Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.
 */
@kotlin.internal.InlineOnly
public inline
    fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only
 * when the former considered values equal.
 */
public infix fun <T> Comparator<T>.then(comparator:
    Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only
 * when the former considered values equal.
 */
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    this@thenDescending.compare(a, b)

/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * considering `null` value less than any other value.
 */
@kotlin.internal.InlineOnly
public fun <T : Any>
    nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values* considering ‘null’ value less than any other value.
 */
@kotlin.internal.InlineOnly
public infix fun <T : Any>
    nullsFirstLastWithComparator
    nullsFirstLastWithComparator
    Comparator<T> =
    Comparator { a, b ->
        when {
            a == b -> 0
            a === b -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * of nullable values* considering `null` value greater than any other value.
 */
@kotlin.internal.InlineOnly
public fun <T : Any>
    nullsFirstLastComparator
    nullsFirstLastComparator
    Comparator<T> =
    Comparator { a, b ->
        when {
            a == b -> 0
            a === b -> -1
            else -> comparator.compare(a, b)
        }
    }
```

---

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```kotlin
fun nullsLast(comparator: Comparator<T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a == b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values
 * considering `null` value greater than any other value.
 * @sample samples.comparisons.Comparisons.nullsLast
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
    nullsLast(naturalOrder())

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 * @sample samples.comparisons.Comparisons.naturalOrderComparator
 */
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> =
    @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
 */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> =
    @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 * @sample samples.comparisons.Comparisons.reversed
 */
public fun <T> Comparator<T>.reversed(): Comparator<T> =
    when (this) {
        is ReversedComparator -> this.comparator
        NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
        ReverseOrderComparator -> @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
        else -> ReversedComparator(this)
    }

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    override fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    override fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    override fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}
```

```
/**
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in
 * the license/LICENSE.txt file.
 */

package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") :
    Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String) : Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * @param block a function returning the result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R =
    run(block, InvocationKind.EXACTLY_ONCE)

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 * @param block a function.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R =
    run(block, InvocationKind.ONE)
```

---

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callsInPlace(block, InvocationKind.EXACTLY_ONCE) | \n return block() | \n
*/

*Calls the specified function [block] with the given [receiver] as its receiver and returns its result. *

*For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#callsinplace).

 */

*In this

* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

 */

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a
    else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a
    else b
}

```
inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
} /* Returns the greater of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Byte>()
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>()
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, maxOf(b, c))
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
} /* Returns the greater of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR", "NOTHING_TO_INLINE")
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
} /* Returns the smaller of two values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Byte>()
} /* Returns the smaller of three values.*/

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>()
} /* Returns the smaller of three values.*/
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

private @SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
@kotlin.RangeOrientation
private actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns 1st *element* from the collection.
 */
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
 */
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if *element* is found in the collection.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given *index* or throws an *IndexOutOfBoundsException* if the *index* is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> List<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns an element at the given *index* or throws an *IndexOutOfBoundsException* if the *index* is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> List<T>.elementAtOrElse(index: Int): T {
    if (this is List)
        return getOrElse(index)
    return defaultValueOrNull(index)
}

/**
 * Returns an element at the given *index* or throws an *IndexOutOfBoundsException* if the *index* is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@kotlin.RangeOrientation
public inline operator fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return getOrElse(index)
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}
samples.collections.Collections.Elements.elementAtOrNull

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if no such element was found.
 */
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return this.findLast(predicate)
}

/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.
 */
public inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return this.getOrNull(this.lastIndex)
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public fun <T> List<T>.first(): T {
    if (this.isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[0]
}

/**
 * Returns the first element, or `null` if the list is empty.
 */
public fun <T> List<T>.firstOrNull(): T? {
    return if (this.isEmpty()) null else this[0]
}

/**
 * Returns first index of [element], or -1 if the collection does not contain such element.
 */
public inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.
 */
public inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns the last index of [element], or -1 if the list does not contain such element.
 */
public fun <T> List<T>.lastIndex(): Int {
    return this.size - 1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the collection does not contain such element.
 */
public inline fun <T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}
returns the last element matching the given [predicate].

@Throws(NoSuchElementException, IndexOutOfBoundsException)

/**
 * Returns last index of [element], or -1 if the collection does not contain element.
 * \n */
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 * \n */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns the last element, or null if the collection does not contain element.
 * \n */
public fun <T> Iterable<T>.lastOrNull(): T? {
    return if (isEmpty()) null else lastElement
}

/**
 * Returns the last element, or null if the list is empty.
 * \n */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else lastElement
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 * \n */
public inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    return lastOrNull()
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 * \n */
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    return lastOrNull()
}

/**
 * Returns a random element from this collection.
 * \n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.random(): T {
    return random()
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * \n */
@SinceKotlin("1.3")
public fun <T> Collection<T>.random(random: Random): T {
    return random.nextElement()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> List<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Collection<T>.single(): T {
    return single()
}

/**
 * Returns single element, or throws an exception if the collection is empty or has more than one element.
 * \n */
public fun <T> Iterable<T>.single(): T }

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element and the element itself. * and returns the result of predicate evaluation on the element. *

```kotlin
@kotlin.internal.NoInfer R: List<T> -> Boolean): C {
    for (index in indices)
        if (predicate(index, element))
            destination.add(element)
    return destination
}
```

Returns a list containing all elements that are specified type parameter R to the given [destination]. *

```kotlin
fun <T, C : MutableCollection<in T>> Iterable<T>.filterIsInstanceTo(destination: C): C {
    for (element in this)
        if (element is R)
            destination.add(element)
    return destination
}
```

Returns a list containing elements that are instances of specified type parameter R to the given [destination]. *

```kotlin
fun <T, C :MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate: (Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    } return destination
}
```

Returns a list containing all elements that are instances of specified type parameter R to the given [destination]. *

```kotlin
fun <T, C : MutableCollection<in T>> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this)
        if (!predicate(item))
            list.add(item)
    return list
}
```

Returns a list containing all elements that are not `null` to the given [destination]. *

```kotlin
fun <T> List<T>.take(n: Int): List<T> {
    if (n >= size)
        return toList()
    if (n == 1)
        return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess)
        for (index in size - n until size)
            list.add(this[index])
    else
        for (item in this)
            if (item != null)
                list.add(item)
    return list
}
```

Returns a list containing last elements.

```kotlin
fun <T> List<T>.takeLast(n: Int): List<T> {
    return emptyList()
}
```

Returns a list containing `null` elements.

```kotlin
fun <T> Iterable<T>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}
```

Returns a list containing all elements that are instances of specified type parameter R to the given [destination]. *

```kotlin
fun <T> Iterable<T>.filterNot(): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}
```

Returns a list containing all elements that are not matching the given [predicate]. *

```kotlin
fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (it in this)
        if (predicate(it))
            add(it)
    return toList()
}
```

Returns a list containing all elements that are not matching the given [predicate]. *

```kotlin
fun <T> List<T>.takeFirst(n: Int): List<T> {
    return emptyList()
}
```

Returns a list containing first elements.

```kotlin
fun <T> List<T>.takeFirstWhile(predicate: (T) -> Boolean): List<T> {
    for (it in this)
        if (predicate(it))
            add(it)
    return toList()
}
```

Returns a list containing all elements that are not matching the given [predicate]. *

```kotlin
fun <T> List<T>.takeFirst(n: Int): List<T> {
    return emptyList()
}
```

Returns a list containing first elements.

```kotlin
fun <T> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this)
        if (!predicate(element))
            destination.add(element)
    return destination
}
```

Returns a list containing all elements that are not matching the given [predicate]. *

```kotlin
fun <T> List<T>.takeFirst(n: Int): List<T> {
    return emptyList()
}
```

Returns a list containing first elements.

```kotlin
fun <T> List<T>.takeFirstWhile(predicate: (T) -> Boolean): List<T> {
    for (it in this)
        if (predicate(it))
            add(it)
    return toList()
}
```

Returns a list containing all elements that are not matching the given [predicate]. *

```kotlin
fun <T> List<T>.takeFirst(n: Int): List<T> {
    return emptyList()
}
```

Returns a list containing first elements.

```kotlin
fun <T> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this)
        if (!predicate(element))
            destination.add(element)
    return destination
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```kotlin
fun <T> List<T>.takeFirst(n: Int): List<T> {
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}
```

Returns a list containing first elements.
expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> mutableListOf<T>.reverse(): Unit

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortBy(): Unit

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortByDescending(): Unit

/**
 * Returns a list all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sorted(): List<T>

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortedWith(Comparator<in T>): List<T>

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray

/**
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
public fun Collection<Float>.toFloatArray(): FloatArray

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray

/**
 * Returns an array of Any contains all of the elements of this collection.
 */
public fun Collection<Any>.toArray(): Array<Any?>

/**
 * Returns an array of Any contains all of the elements of this collection.
 */
public fun Collection<*>.toArray(): Array<*>
result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
@<public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
@<public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
@<public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing the elements from the given collection indexed by the key returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
@<public inline fun <T, K:MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given collection and values are produced by the [valueSelector] function applied to each element.
 */
@<SinceKotlin("1.3") fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

// Sample usage
fun main() {
    val elements = listOf(1L, 2L, 3L, 4L)
    val longArray = elements.toLongArray()
    val shortArray = elements.toShortArray()
    val map = elements.associate { it * 2 }
    val hashMap = elements.associateWith { it * 2 }
    println(longArray)
    println(shortArray)
    println(map)
    println(hashMap)
}

// Output
[1, 2, 3, 4]
[1, 2, 3, 4]
{(1, 2), (2, 4), (3, 6), (4, 8)}
{(1, 2), (2, 4), (3, 6), (4, 8)}
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        return destination
    }
    return destination
}

Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList()
}

Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}

Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}

Iterable<T>.flatMapTo(destination: M, keySelector: (T) -> K, valueSelector: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Appends all elements to
 * the given [destination] collection.
 * @return [destination]
 */
public fun <T, M : MutableCollection<T>> Iterable<T>.toMutableList(): M {
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [List] containing all elements.
 * @return a [List] containing all elements.
 */
public fun <K> Iterable<K>.toList(): List<K> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [Set] of all elements.
 * @return a [Set] of all elements.
 */
public fun <K> Iterable<K>.toSet(): Set<K> {
    if (this is Collection) {
        return when (size) {
            0 -> emptySet()
            1 -> setOf(if (this is List) this[0] else iterator().next())
            else -> toCollection(LinkedHashSet<K>(mapCapacity(size)))
        }
    }
    return toCollection(LinkedHashSet<K>()).optimizeReadOnlySet()
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function
 * and returns a map where each key is associated with a list of corresponding elements.
 * @return a map where each key is associated with a list of corresponding elements.
 */
public fun <K, M : MutableMap<K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function and puts to the [destination] map
 * each group key associated with a list of corresponding values.
 * @return a map where each key is associated with a list of corresponding values.
 */
public fun <K, M : MutableMap<K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function and puts to the [destination] map
 * each group key associated with a list of corresponding values.
 * @return a map where each key is associated with a list of corresponding values.
 */
public fun <K, M : MutableMap<K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}
destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold
 * operations
 * using the specified [keySelector] function to extract a key from each element.
 * @param sample samples.collections.Grouping.groupingByEachCount
 * @return
 */
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    var override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
    var override fun keyOf(element: T): K = keySelector(element)

    return
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original collection.
 * @param sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Applies the given [transform] function to each element and its index in
 * the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(checkIndexOverflow(index), element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in
 * the original collection. It appends the results to an indexable collection
 * with an indexable transformation
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> Iterable<T>.mapIndexedTo(destination: MutableList<R>, transform: (index: Int, T) -> R): MutableList<R> {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a list containing only non-null results of applying the given [transform] function
 * to each element in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original collection
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from a collection.
 * The elements in the resulting list are in the same order as they were in the source collection.
 * @param [selector] function that takes a single parameter and returns true if the parameter
 * is distinct.
 */
public fun <T> Iterable<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from a collection
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source collection.
 */
public fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    return this.toMutableSet().toList()
}
-> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given collection.
 */
public fun <T> List<T>.toMutableSet(): MutableList<T> {
    return when (this) {
        is Collection<T> ->
        else -> toCollection(LinkedHashSet<T>())
    }
}

/**
 * Returns a set containing all elements that are contained by both collections.
 */
public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given 
 * predicate.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if this collection has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given 
 * predicate.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given 
 * predicate.
 */
public fun <T> List<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * @param operation
 */
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 * @param operation
 */
public inline fun <T, R> List<T>.foldLeft(initial: R, operation: (R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * @param operation
 */
public fun <T, R> List<T>.foldIndexed(initial: R, operation: (Int, R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++, accumulator, element))
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 * @param operation
 */
public fun <T, R> List<T>.foldInitial(initial: R, operation: (R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * @param operation
 */
public fun <T, R> List<T>.fold(initial: R, operation: (R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
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```
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min < e) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided 
 * [comparator] or `null` if there are no elements.
 */
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there
 * are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max > e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there
 * are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.minBy(selector: (Float) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(minElement)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) minValue = v
    } while (iterator.hasNext())
    return minValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.minBy(selector: (Double) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(maxElement)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) maxValue = v
    } while (iterator.hasNext())
    return maxValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.minBy(selector: (Double) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(minElement)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) minValue = v
    } while (iterator.hasNext())
    return minValue
}
```

function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n
```
v) { minElem = e
    minValue = v
} while (iterator.hasNext())

returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

public fun <T> Iterable<T>.minWith(comparator: Comparator<T>): T? {
  val iterator = iterator()
  var minValue = iterator.next()
  while (iterator.hasNext()) {
    if (comparator.compare(minValue, iterator.next()) < 0) {
      minValue = iterator.next()
    }
  }
  return minValue
}

 Returns `true` if the collection has no elements.

inline fun <T> Iterable<T>.minWith(comparator: Comparator<T>): T? {
  var iterator = iterator()
  if (!iterator.hasNext()) return null
  var min = iterator.next()
  while (iterator.hasNext()) {
    var e = iterator.next()
    if (comparator.compare(min, e) > 0) min = e
  }
  return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * [comparator] or `null` if there are no elements.
 */
public fun <T> Iterable<T>.minWith(comparator: Comparator<T>): T? {
  var iterator = iterator()
  if (!iterator.hasNext()) return null
  var min = iterator.next()
  while (iterator.hasNext()) {
    var e = iterator.next()
    if (comparator.compare(min, e) > 0) min = e
  }
  return min
}

/**
 * Returns `true` if the collection has no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
  if (this is Collection) return isEmpty()
  return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given 
 * [predicate].
 */
public inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
  if (this is Collection && isEmpty())
    return true
  for (element in this) if (predicate(element)) return false
  return true
}

/**
 * Performs the given 
 * [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
  apply { for (element in this) action(element) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left
 * to right to current accumulator value and each element in the original collection.
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
  val iterator = this.iterator()
  if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
  var accumulator: S = iterator.next()
  while (iterator.hasNext()) {
    accumulator = operation(accumulator, iterator.next())
  }
  return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element in the original collection.
 */
public inline fun <S, T : S> List<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
  val iterator = listIterator(size)
  if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty collection can't be reduced.")
  var index = 1
  var accumulator: S = iterator.previous()
  while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.previous())
  }
  return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 */
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {
  val iterator = listIterator(size)
  if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty collection can't be reduced.")
  var accumulator: S = iterator.previous()
  while (iterator.hasPrevious()) {
    accumulator = operation(iterator.previous(), accumulator)
  }
  return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and its index in the original list and current accumulator value.
 */
  val iterator = listIterator(size)
  if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty collection can't be reduced.")
  var accumulator: S = iterator.previous()
  while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(index, iterator.previous(), accumulator)
  }
  return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
  var sum: Int = 0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
  var sum: Double = 0.0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an 
 * [IllegalArgumentException] if there are any `null` elements.
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
  for (element in this) {
    if (element == null) throw IllegalArgumentException("null element found in Sths.")
  }
  return this as Iterable<T>
}

@Suppress("UNCHECKED_CAST")

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(size + 1)
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<T>): List<T> {
    val result = ArrayList<T>(size + elements.size)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {
    val result = ArrayList<T>(size + elements.size)
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    if (this is RandomAccess && this is List)
        return ArrayList<T>(this.size + elements.size)
    val result = ArrayList<T>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this collection with the given [step].
 */
    if (this is RandomAccess && this is List)
        return ArrayList<T>(this.size + 10)
    val checkWindowSizeStep(size, step, size) if (this is RandomAccess && this is List) {
        val thisSize = thisSize
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

*/

public inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}

public inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each [snapshot] is a list.
 * Several last lists may have less elements than the given [size].
 */
    if (this is RandomAccess && this is List)
        return ArrayList<T>(this.size + 10)
    val checkWindowSizeStep(size, step, size) if (this is RandomAccess && this is List) {
        val thisSize = thisSize
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

*/
any.
" by default 'false' which means partial windows won't be preserved
@sample samples.collections.Sequences.Transformations.averageWindows
@sample public fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<R> { if (this is RandomAccess && this is List) { val thisSize = this.size
  val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
  val result = ArrayList<R>(resultCapacity)
  var window = MovingSubList(this)
  var index = 0
  while (index in 0 until thisSize) {
    val windowSize = size.coerceAtMost(thisSize - index)
    if (!partialWindows && windowSize < size) break
    window.move(index, index + windowSize)
    result.add(transform(window))
    index += step
  }
  return result
}

/**
 * Returns a list of pairs built from the elements of this collection and the other array with the same index.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public fun <T, R> Iterable<T>.zip(other: Array<out T>): List<Pair<T, T>> { var i = 0
  while (i < other.size) {
    result.add(transform(element, other[i++]))
  }
  return result
}

/**
 * Returns a list of pairs built from the elements of this collection and the other collection with the same index.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> { val first = other.iterator()
  val second = other.iterator()
  val list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
  while (first.hasNext() && second.hasNext()) {
    list.add(transform(first.next(), second.next()))
  }
  return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Transformations.zipWithNext
 */
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> { val iterator = iterator()
  if (!iterator.hasNext()) return emptyList()
  val result = mutableListOf<Pair<T, T>>()
  var current = iterator.next()
  while (iterator.hasNext()) {
    val next = iterator.next()
    result.add(transform(current, next))
    current = next
  }
  return result
}

/**
 * Appends the string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of limit, in which case only the first limit elements will be appended, followed by the truncated string (which defaults to "...").
 * @sample samples.Collections.Transformations.zipWithNextToFindDeltas
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((T) -> CharSequence)? = null): A {
  if (!iterator.hasNext()) return buffer
  val first = iterator.next()
  if (first is RandomAccess && first is List) {
    val list = ArrayList(first)
    return list.zipWithNext { transform(first) }{ transform(second) }
  }
  val result = mutableListOf<String>()
  while (iterator.hasNext()) {
    val current = iterator.next()
    result.add(transform(current))
    result = result.joinToString(separator, prefix, postfix)
  }
  if (result.size > limit) {
    val truncated = result.take(limit - 1) + "...
    return buffer.append(truncated)
  }
  return buffer.append(result)
}

/**
 * Returns a list containing the results of applying the given function to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Transformations.zipWithNextToFindDeltas
 */
public fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: R) -> R): List<R> { val iterator = other.iterator()
  val result = mutableListOf<R>()
  while (iterator.hasNext()) {
    val current = iterator.next()
    result.add(transform(first, current))
    first = current
  }
  return result
}

/**
 * Returns a list of pairs built from the elements of this collection and the other array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public fun <T, R> Iterable<T>.zip(other: Array<out T>): List<Pair<T, R>> { var i = 0
  while (i < other.size) {
    result.add(transform(element, other[i++]))
  }
  return result
}

/**
 * Returns a list of pairs built from the elements of this collection and the other collection with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Transformations.zipWithNext
 */
public fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> { val first = other.iterator()
  val second = other.iterator()
  val list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
  while (first.hasNext() && second.hasNext()) {
    list.add(transform(first.next(), second.next()))
  }
  return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Transformations.zipWithNext
 */
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> { val iterator = iterator()
  if (!iterator.hasNext()) return emptyList()
  val result = mutableListOf<Pair<T, T>>()
  var current = iterator.next()
  while (iterator.hasNext()) {
    val next = iterator.next()
    result.add(transform(current, next))
    current = next
  }
  return result
}

/**
 * Appends the string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of limit, in which case only the first limit elements will be appended, followed by the truncated string (which defaults to "...").
 * @sample samples.Collections.Transformations.zipWithNextToFindDeltas
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((T) -> CharSequence)? = null): A {
  if (!iterator.hasNext()) return buffer
  val first = iterator.next()
  if (first is RandomAccess && first is List) {
    val list = ArrayList(first)
    return list.zipWithNext { transform(first) }{ transform(second) }
  }
  val result = mutableListOf<String>()
  while (iterator.hasNext()) {
    val current = iterator.next()
    result.add(transform(current))
    result = result.joinToString(separator, prefix, postfix)
  }
  if (result.size > limit) {
    val truncated = result.take(limit - 1) + "...
    return buffer.append(truncated)
  }
  return buffer.append(result)
}

/**
 * Returns a list of pairs built from the elements of this collection and the other array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public fun <T, R> Iterable<T>.zip(other: Array<out T>): List<Pair<T, R>> { var i = 0
  while (i < other.size) {
    result.add(transform(element, other[i++]))
  }
  return result
}

/**
 * Returns a list of pairs built from the elements of this collection and the other collection with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Transformations.zipWithNext
 */
public fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> { val first = other.iterator()
  val second = other.iterator()
  val list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
  while (first.hasNext() && second.hasNext()) {
    list.add(transform(first.next(), second.next()))
  }
  return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Transformations.zipWithNext
 */
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> { val iterator = iterator()
  if (!iterator.hasNext()) return emptyList()
  val result = mutableListOf<Pair<T, T>>()
  var current = iterator.next()
  while (iterator.hasNext()) {
    val next = iterator.next()
    result.add(transform(current, next))
    current = next
  }
  return result
}

/**
 * Appends the string from all the elements separated using separator and using the given prefix and postfix if supplied.
 * If the collection could be huge, you can specify a non-negative value of limit, in which case only the first limit elements will be appended, followed by the truncated string (which defaults to "...").
 * @sample samples.Collections.Transformations.zipWithNextToFindDeltas
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((T) -> CharSequence)? = null): A {
  if (!iterator.hasNext()) return buffer
  val first = iterator.next()
  if (first is RandomAccess && first is List) {
    val list = ArrayList(first)
    return list.zipWithNext { transform(first) }{ transform(second) }
  }
  val result = mutableListOf<String>()
  while (iterator.hasNext()) {
    val current = iterator.next()
    result.add(transform(current))
    result = result.joinToString(separator, prefix, postfix)
  }
  if (result.size > limit) {
    val truncated = result.take(limit - 1) + "...
    return buffer.append(truncated)
  }
  return buffer.append(result)
}
var count = 0
for (element in this) {
    if (++count > 1) buffer.append(separator)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * Returns a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.
 * Returns a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
for (element in this) {
    sum += element
}
return sum
}

for (element in this) {
    sum += element
}
return sum
}

for (element in this) {
    sum += element
}
return sum
}

for (element in this) {
    sum += element
}
return sum
}

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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = copyToArrayList(this)

/**
 * Randomly shuffles elements in this list.
 *
 * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Sorts elements in the list in-place according to their natural sort order.
 *
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    sortArrayWith(array, naturalOrder())
}

/**
 * Sorts elements in the list in-place according to the order
 * specified with [comparator].
 *
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    sortArrayWith(array, comparator)
}

private fun <T> sortArrayWith(array: Array<T>, comparator: Comparator<in T>) {
    if (array.size <= 1) return

    val rangeSize = array.size
    for (i in 0 until array.size) {
        array[i] = array[rangeSize - 1 - i]
    }
}

internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size) { 
        val rangeSize = endIndex - startIndex
        AbstractList.checkRangeIndexes(destinationOffset, destination + rangeSize, destination.size) { 
            if (source is ArrayBufferView) {
                AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
                for (i in 0 until rangeSize) {
                    destination[destinationOffset + i] = source[startIndex + i]
                }
            } else {
                destinationOffset += startIndex
                for (i in 0 until rangeSize) {
                    destination[destinationOffset + i] = source[startIndex + i]
                }
            }
        }
    }
}

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null

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 * found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `'for` loop.
 * @sample samples.collections.Enumerators.iterator
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced by the original iterator into an
 * [IndexedValue] containing the index of that element and the element itself.
 * @sample samples.collections.Enumerators.indexed
 */
public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of this [Iterator].
 * @sample samples.collections.Enumerators.forEach
 */
public inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Iterators transforming original `iterator` into iterator of [IndexedValue], counting index from zero.
 */
internal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

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 * found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun maxOf(a: Int, b: Int, c: Int): Int

*/

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/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return minOf(a, minOf(b, comparator), comparator)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*
import kotlin.ranges.Contains
import kotlin.ranges.reversed
import kotlin.ranges.<caret>
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/*
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Performs the given [action] on each entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V, R> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Returns the first entry yielding the largest value of the given function or 'null' if there are no entries.
 */
    return entries.maxBy(selector)
}

/**
 * Returns the first entry having the smallest value according to the provided [comparator] or 'null' if there are no entries.
 */
    return entries.minBy(selector)
}

/**
 * Returns the first entry having the smallest value according to the provided [comparator] or 'null' if there are no entries.
 */
    return entries.minBy(selector)
}

/**
 * Returns the first entry having the smallest value according to the provided [comparator] or 'null' if there are no entries.
 */
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    return true
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    return true
}

/**
 * Returns the number of entries in this map.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
 return entries.minWith(comparator) ?: return null
}

/**
 * Returns true if the map has no entries.
 */
public fun <K, V> Map.Entry<K, V>.isEmpty(): Boolean = entries.isEmpty()

/**
 * Returns 'true' if no entries match the given [predicate].
 */
public fun <K, V> @sample samples.collections.Collections.Aggregates.none(map: Map.Entry<K, V>): Boolean = entries.minWith(comparator) ?: return false

/**
 * Performs the given [action] on each entry and returns the map itself Afterwards.
 */
public fun <K, V> Map.Entry<K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit = M.forEach { element

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
public fun <K, V> Map.Entry<K, V>.asSequence(): Sequence<Map.Entry<K, V>> = entries.asSequence()


Sequence<T>.first(): T { val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if the sequence is empty.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastIndexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            index++
        index++
    }
    return index
}

/**
 * Returns last element matching the given [predicate], or ‘null’ if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element))
            last = element
    }
    return last
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.single(): T { val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T { val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}
Boolean): T \{ \n    var single: T? = null
    var found = false
    for (element in this) {  
        if (predicate(element)) {  
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")

    return single
}

/**
 * Returns single element, or `null` if the sequence is empty or has more than one element.
 */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<R> {
    return filter { it is R } as Sequence<R>
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public fun <C : MutableCollection<in T>> Sequence<T>.filterIsInstanceTo(destination: C) {
    for (element in this) if (element is R)
        destination.add(element)
}

/**
 * Returns a sequence containing all elements not matching the given [predicate].
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Returns a sequence containing all elements that are not `null`.
 */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    return filterNot { it == null } as Sequence<T>
}

/**
 * Returns a sequence containing all elements that are not null.
 */
public fun <C :
MutableCollection<in T>, T: Any> Sequence<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching
 * the given [predicate] to the given [destination].
 * 
 * The operation is _terminal_.
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * 
 * The operation is _terminal_.
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements.
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing elements matching the given [predicate].
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * The returned sequence is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * 
 * The operation is _terminal_.
 */
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * descending according to the specified [comparator].
 * 
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_.

```kotlin
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> { return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
```

```kotlin
public inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> { return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M { return associateTo(destination.put(keySelector(element), element))
}
```

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M { return associateTo(destination.put(keySelector(element), valueTransform(element)))
}
```

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M { return destination += transform(element)
}
```

```kotlin
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> { return associateWithTo(LinkedHashMap<K, V>(), valueSelector)
}
```

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M { return associateWithTo(destination.put(element, valueSelector(element)))
}
```

```kotlin
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C { return destination.addAll(element)
}
```

```kotlin
public fun <T> Sequence<T>.toHashSet(): HashSet<T> { return toCollection(HashSet<T>())
}
```

```kotlin
public fun <T> Sequence<T>.toList(): List<T> { return this.toMutableList().optimizeReadOnlyList()
}
```

```kotlin
public fun <T> Sequence<T>.toMutableList(): MutableList<T> { return toCollection(ArrayList<T>())
}
```

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> { return toCollection(LinkedHashSet<T>())
}
```
R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> { return TransformingIndexedSequence(this, transform) }\n
** Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence.\n
* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n
* The operation is _intermediate_ and _stateless_. \n* @public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C { \n var index = 0 \n for (item in this) { \n destination.add(transform(checkIndexOverflow(index++), item)) }\n return destination }\n
** Applies the given [transform] function to each element and its index in the original sequence \n* and appends only the non-null results to the given [destination].\n
* The operation is _terminal_. \n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n
* The operation is _terminal_. \n* @public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C { \n var index = 0 \n for (item in this) { \n destination.add(transform(checkIndexOverflow(index++), item)) }\n return destination }\n
** Applies the given [transform] function to each element and its index in the original sequence \n* and appends only the non-null results to the given [destination].\n
* The operation is _terminal_. \n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n
* The operation is _terminal_. \n* @public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C { \n var index = 0 \n for (item in this) { \n destination.add(transform(checkIndexOverflow(index++), item)) }\n return destination }\n
** Applies the given [transform] function to each element and its index in the original sequence \n* and appends only the non-null results to the given [destination].\n
* The operation is _terminal_. \n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n
* The operation is _terminal_. \n* @public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C { \n var index = 0 \n for (item in this) { \n destination.add(transform(checkIndexOverflow(index++), item)) }\n return destination }\n
** Applies the given [transform] function to each element and its index in the original sequence \n* and appends only the non-null results to the given [destination].\n
* The operation is _terminal_. \n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_. \n* @public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> { return IndexingSequence(this) }\n
** Returns a sequence containing only distinct elements from the given sequence.\n
* The elements in the resulting sequence are in the same order as they were in the source sequence.\n
* The operation is _intermediate_ and _stateless_. \n* @public fun <T> Sequence<T>.distinct(): Sequence<T> { return this.distinctBy { it } }\n
** Returns a sequence containing only elements from the given sequence having distinct keys returned by the given [selector] function.\n
* The elements in the resulting sequence are in the same order as they were in the source sequence.\n
* The operation is _intermediate_ and _stateful_. \n* @public fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> { return DistinctSequence(this, selector) }\n
** Returns a mutable set containing all distinct elements from the given sequence.\n
* The returned set preserves the element iteration order of the original sequence.\n
* The operation is _terminal_. \n* @public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> { \n val set = LinkedHashSet<T>() \n for (item in this) \n set.add(item) \n return set }\n
** Returns `true` if all elements match the given [predicate].\n
* The operation is _terminal_. \n* @sample samples.collections.Collections.Aggregates.all\n* @public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean { \n for (element in this) if (!predicate(element)) return false \n return true }\n
** Returns `true` if sequence has at least one element.\n
* The operation is _terminal_. \n* @sample samples.collections.Collections.Aggregates.any\n* @public fun <T> Sequence<T>.any(): Boolean { \n return iterator().hasNext() }\n
** Returns `true` if at least one element
matches the given \[\text{predicate}\]. \nThe operation is \_terminal\_ \* @sample

samples.collections.Collections.Aggregates.anyWithPredicate\n\*/

public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    return matches the given \[\text{predicate}\]. \nThe operation is \_terminal\_ \* @sample

samples.collections.Collections.Aggregates.anyWithPredicate\n\*/

public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {

    for (element in this) if (predicate(element)) return true
    return false\n\*/

public inline fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this) count++
    return count\n\*/

public inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count\n\*/

public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator\n\*/

public inline fun <T, R> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (item in this) accumulator = operation(checkIndexOverflow(index++), accumulator, item)
    return accumulator\n\*/

public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
\*/

public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
\*/

public fun Sequence<Double>.max(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
\*/

public fun Sequence<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
\*/

public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
\*/

public fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
\*/
The operation is _terminal_.

```kotlin
public fun Sequence<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun Sequence<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun <T : Comparable<T>> Sequence<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = minElem
    do {
        val e = iterator.next()
        val v = minValue
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * The operation is _terminal_.
 */
public inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    // Implementation...
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    // Implementation...
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * The operation is _terminal_.
 */
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    // Implementation...
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    // Implementation...
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    // Implementation...
}
```
(T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an
 * [IllegalStateException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any> Sequence<T?>? requireNoNulls(): Sequence<T> {
    return return windowed(size, size, partialWindows = true) { it ?: throw IllegalStateException("null element found in $this.") |} |] | | |
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements].
 * The operation is _intermediate_ and _stateful_.
 * The elements collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this
            else
                return this.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this.filter { if (!removed && it == element) {
                removed = true; false
            } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * The operation is _intermediate_ and _stateful_.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
}

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    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
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 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
}

/**
 * Returns a sequence containing all elements of the original sequence except the elements contained in the given [elements] array.
 * The operation is _intermediate_ and _stateful_.
 * The elements collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty())
        return this
    else
        return this.filterNot { it in other }.iterator()
}
invocations.

 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return this@minus.filterNot { it in other }
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the original sequence into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = true)
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step], where each list is a snapshot of partial windows won't be preserved.
 */
    return windowedSequence(size, step, partialWindows, reuseBuffer = true)
}
step the number of elements to move the window forward by on each step, by default 1

partialWindows controls whether or not to keep partial windows in the end if any. * by default `false` which means partial windows won't be preserved

* @param

windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> | \{\n  return returnWindowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n\} \* @ sample

samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")

public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> | \{\n  return returnWindowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n\} \* @ sample

samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")

public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> | \{\n  return returnWindowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n\} \* @ sample

samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")

public function to each pair of elements. * The resulting sequence ends as soon as the shortest input sequence ends. * The operation is _intermediate_and_stateless_ * \* @ sample

samples.collections.Sequences.Transformations.zip

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public function to each pair of elements. * The resulting sequence ends as soon as the shortest input sequence ends. * The operation is _intermediate_and_stateless_ * \* @ sample

samples.collections.Sequences.Transformations.zip
a [Sequence].
*/

@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original
 * set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> { val result =
var removed = false
return this.filterTo(result) { if (!removed && & it == element) { removed = true; false } else true }\n
* Returns a set containing all elements of the original set except the elements contained in the given [elements] array.\n
* The returned set preserves the element iteration order of the original set.\n
* The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {\n  val result = LinkedHashSet<T>(this)\n  result.removeAll(elements)\n  return result\n}

* Returns a set containing all elements of the original set except the elements contained in the given [elements]\n  collection.\n
* The returned set preserves the element iteration order of the original set.\n
* The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {\n  val other = elements.convertToSetForSetOperationWith(this)\n  if (other.isEmpty())\n      return this\n  if (other is Set)\n      return this.filterNotTo(LinkedHashSet<T>()) { it in other }\n  var result = LinkedHashSet<T>(this)\n  result.removeAll(other)\n  return result\n}

* Returns a set containing all elements of the original set except the elements contained in the given [elements]\n  sequence.\n
* The returned set preserves the element iteration order of the original set.\n
* The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(size + 1))\n  result.addAll(this)\n  result.add(element)\n  return result\n}

* Returns a set containing all elements of the original set except the given [element].\n
* The returned set preserves the element iteration order of the original set.\n
* The [element] may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.minusElement(element: T): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n  result.addAll(this)\n  result.addAll(elements)\n  return result\n}

* Returns a set containing all elements of the original set and the given [elements] collection.\n
* The returned set preserves the element iteration order of the original set.\n
* The returned set preserves the element iteration order of the original set.\n
* The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.plus(element: T): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(size + 1))\n  result.addAll(this)\n  result.add(element)\n  return result\n}

* Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n
* The returned set preserves the element iteration order of the original set.\n
* The returned set preserves the element iteration order of the original set.\n
* The [element] may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.plus(element: T): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n  result.addAll(this)\n  result.addAll(elements)\n  return result\n}

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* The [element] may be converted to a [HashSet] to speed up the operation, thus the elements are required to have\n  * a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n
*public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n  val result = LinkedHashSet<T>(this)\n  result.addAll(elements)\n  return result\n}

* Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n
* The returned set preserves the element iteration order of the original set.\n
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*public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(this.size + 2))\n  result.addAll(this)\n  result.addAll(elements)\n  return result\n}

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*public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(this.size + 2))\n  result.addAll(this)\n  result.addAll(elements)\n  return result\n}

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*public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {\n  val result = LinkedHashSet<T>(mapCapacity(this.size + 2))\n  result.addAll(this)\n  result.addAll(elements)\n  return result\n}
sequence.

```kotlin
/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns index of the first character matching the given [predicate], or `-1` if no such character was found.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last character matching the given [predicate], or `-1` if no such character was found.
 */
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```kotlin
/**
 * Returns a random character from this char sequence.
 * 
 * @throws NoSuchElementException if this char sequence is empty.
 */
val randomChar: Char = this.randomChar
```

```kotlin
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```

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Since Kotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.random(): Char {
    return random(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 * @returns a random character from this char sequence.
 * @throws NoSuchElementException if this char sequence is empty.
 */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly
public inline fun CharSequence.random(random: Random): Char {
    if (isNotEmpty())
        throw NoSuchElementException("Sequence is empty.")
    return get(random.nextInt(length))
}

/**
 * Returns the single character or throws an exception if the sequence is empty or has more than one character.
 */
@SinceKotlin("1.3")
public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw
            NoSuchElementException("Sequence is empty.")
        1 -> this[0]
        else -> throw
            IllegalArgumentException("Sequence has more than one element.")
    }
}

/**
 * Returns the single character, or throws an exception if there is no or more than one matching character.
 */
@SinceKotlin("1.3")
public fun CharSequence.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Sequence contains no character matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.drop
 */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given 
 * [predicate].
 */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])
            return subSequence(0, index + 1)
    return ""
}

/**
 * Returns a string containing all characters except last characters that satisfy the given 
 * [predicate].
 */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])
            return substring(0, index + 1)
    return ""
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given 
 * [predicate].
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index])
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given 
 * [predicate].
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index])
            return substring(index)
    return ""


```kotlin
fun filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

fun filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

fun filterIndex(predicate: (Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

fun filterIndex(predicate: (Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

fun filterIndexedTo(destination: Appendable, predicate: (Int, Char) -> Boolean): Appendable {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.append(element)
    }
    return destination
}

fun filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

fun filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

fun filterNotTo(destination: Appendable, predicate: (Char) -> Boolean): Appendable {
    for (element in this) if (!predicate(element))
        destination.append(element)
    return destination
}

fun filterTo(destination: Appendable, predicate: (Char) -> Boolean): Appendable {
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(element))
            destination.append(element)
    }
    return destination
}

fun slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return"
    return subSequence(indices)
}

fun slice(indices: IntRange): String {
    if (indices.isEmpty()) return"
    return substring(indices)
}

fun slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    var result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

fun slice(indices: Iterable<Int>): String {
    return (this as charSequence).slice(indices).toString()
}

fun take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

fun take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))
}
```

---

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characters from this char sequence, or the entire char sequence if this char sequence is shorter.

* @throws IllegalArgumentException if n is negative.

* @sample samples.text.Strings.take
*/
public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
 * Returns a string containing the last n characters from this string, or the entire string if this string is shorter.

* @throws IllegalArgumentException if n is negative.

* @sample samples.text.Strings.take
*/
public fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(length - n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].

* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean):
    CharSequence {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return subSequence(index + 1, length)
            }
        }
        return subSequence(0, length)
    }

/**
 * Returns a string containing last characters that satisfy the given [predicate].

* @sample samples.text.Strings.take
*/
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(get(index))) {
            return substring(index + 1)
        }
    }
    return this
}

/**
 * Returns a subsequence of this char sequence containing first characters that satisfy the given [predicate].

* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean):
    CharSequence {
        for (index in 0 until length)
            if (!predicate(get(index))) {
                return subSequence(0, index)
            }
        return subSequence(0, length)
    }

/**
 * Returns a string containing first characters that satisfy the given [predicate].

* @sample samples.text.Strings.take
*/
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

/**
 * Returns a char sequence with characters in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original char sequence.

* @sample samples.text.Strings.associate
*/
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>):
    Map<K, V> {
        val capacity = mapCapacity(length).coerceAtLeast(16)
        return associateTo(LinkedHashMap<K, V>(capacity), transform)
    }

/**
 * Returns a [Map] containing characters from the given char sequence indexed by the key returned from [keySelector] function applied to each character.

* If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original char sequence.

* @sample samples.text.Strings.associateBy
*/
public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.

* If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original char sequence.

* @sample samples.text.Strings.associateBy
*/
public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V):
    Map<K, V> {
        val capacity = mapCapacity(length).coerceAtLeast(16)
        return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
    }

/**
 * Populates and returns the mutable map with key-value pairs.

* @throws IllegalStateException if [n] is negative.

* @sample samples.text.Strings.associateTo
*/
public inline fun <K, M : MutableMap<in K, in Char>>
    CharSequence.associateTo(destination: M, keySelector: (Char) -> K): M {
        for (element in this) {
            destination.put(keySelector(element), element)
        }
        return destination
    }

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[destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to characters of the given char sequence. If any two characters would have the same key returned by [keySelector] the last one gets added to the map. 

If any two characters would have the same key the last one gets added to the map.

*/
public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by the [transform] function applied to each character of the given char sequence.
 * 
 * If any two characters are equal, the last one overwrites the former value in the map.
 * 
 * @sample samples.text.Strings.associateWith
 */
@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character and returns a map where each group key is associated with a list of corresponding characters.
 * 
 * The returned map preserves the entry iteration order of the keys produced from results of [transform] function being invoked on each character of original char sequence.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups values returned by the [valueSelector] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to each character and returns a map where each group key is associated with a list of corresponding characters.
 * 
 * The returned map preserves the entry iteration order of the keys produced from results of [transform] function being invoked on each character of original char sequence.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, MutableList<Char>> {
    return groupByTo(ArrayList<Char>(length))
}
from the original char sequence.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues

The method `groupByTo` takes a `Map<K, MutableList<V>>` as the destination map and returns it. It creates a `LinkedHashMap` as the destination map and iterates over each element in the `this` sequence. For each element, it extracts the key using the `keySelector` function and then uses the `valueTransform` function to transform the value. The transformed value is then added to the list associated with the key in the destination map.

```kotlin
public inline fun <K, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

**Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.**

@sample samples.collections.Collections.Transformations.groupByKeysAndValues

The method `groupByTo` takes a `Map<K, MutableList<V>>` as the destination map and returns it. It creates a `LinkedHashMap` as the destination map and iterates over each element in the `this` sequence. For each element, it extracts the key using the `keySelector` function and then uses the `valueTransform` function to transform the value. The transformed value is then added to the list associated with the key in the destination map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    var index = 0
    for (item in this)
        destination.add(valueTransform(item))
    return destination
}
```

**Groups values returned by the [valueTransform] function applied to each character and its index in the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding values.**

@sample samples.collections.Collections.Transformations.groupByKeysAndValues

The method `groupByTo` takes a `Map<K, MutableList<V>>` as the destination map and returns it. It creates a `LinkedHashMap` as the destination map and iterates over each element in the `this` sequence. For each element, it extracts the key using the `keySelector` function and then uses the `valueTransform` function to transform the value. The transformed value is then added to the list associated with the key in the destination map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    var index = 0
    for (item in this)
        destination.add(valueTransform(item))
    return destination
}
```

**Groups values returned by the [valueTransform] function applied to each character and its index in the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding values.**

@sample samples.collections.Collections.Transformations.groupByKeysAndValues

The method `groupByTo` takes a `Map<K, MutableList<V>>` as the destination map and returns it. It creates a `LinkedHashMap` as the destination map and iterates over each element in the `this` sequence. For each element, it extracts the key using the `keySelector` function and then uses the `valueTransform` function to transform the value. The transformed value is then added to the list associated with the key in the destination map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    var index = 0
    for (item in this)
        destination.add(valueTransform(item))
    return destination
}
```

**Groups values returned by the [valueTransform] function applied to each character and its index in the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding values.**

@sample samples.collections.Collections.Transformations.groupByKeysAndValues

The method `groupByTo` takes a `Map<K, MutableList<V>>` as the destination map and returns it. It creates a `LinkedHashMap` as the destination map and iterates over each element in the `this` sequence. For each element, it extracts the key using the `keySelector` function and then uses the `valueTransform` function to transform the value. The transformed value is then added to the list associated with the key in the destination map.

```kotlin
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    var index = 0
    for (item in this)
        destination.add(valueTransform(item))
    return destination
}
```
/**
 * Applies the given [transform] function to each character in the original char sequence
 * and appends only the non-null results to the given [destination].
 */
public inline fun <R : Any, C : MutableCollection<R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {
    forEach {
        transform(it)?.let { destination.add(it) }
    }
    return destination
}

/**
 * Applies the given [transform] function to each character in the original char sequence
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence
 * into an [IndexedValue] containing the index of that character and the character itself.
 */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.all
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate].
 */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to each character and current accumulator value.
 */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each character and current accumulator value.
 */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Returns the largest character or `null` if there are no characters.
 */
public fun CharSequence.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
the first character yielding the largest value of the given function or `null` if there are no characters.

```kotlin
CharSequence.maxBy(selector: (Char) -> R): Char? {
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        if (selector(this[i]) > maxValue) {
            maxElem = this[i]
            maxValue = selector(this[i])
        }
    }
    return maxElem
}
```

```kotlin
CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    var min = this[0]
    for (i in 1..lastIndex) {
        if (comparator.compare(min, this[i]) > 0) min = this[i]
    }
    return min
}
```

```kotlin
CharSequence.min(): Char? {
    var min = this[0]
    for (i in 1..lastIndex) {
        if (min > this[i]) min = this[i]
    }
    return min
}
```

```kotlin
CharSequence.minBy(selector: (Char) -> R): Char? {
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        if (selector(this[i]) < minValue) {
            minElem = this[i]
            minValue = selector(this[i])
        }
    }
    return minElem
}
```

```kotlin
CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    var min = this[0]
    for (i in 1..lastIndex) {
        if (comparator.compare(min, this[i]) < 0) min = this[i]
    }
    return min
}
```

```kotlin
CharSequence.none(): Boolean {
    return isEmpty()
}
```

```kotlin
CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
CharSequence.reduce(operation: (Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
CharSequence.reduceIndexed(operation: (Int, Char, Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index - 1) while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
CharSequence.reduceRight(operation: (Char, Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int) {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * The last string in the resulting sequence may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 * @param transform the function applied to each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences,
 * where *first* char sequence contains characters for which [predicate] yielded `true`,
 * while *second* char sequence contains characters for which [predicate] yielded `false`.
 */
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which [predicate] yielded `true`,
 * while *second* string contains characters for which [predicate] yielded `false`.
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of elements
 */
of snapshots of the window of the given [size]* sliding along this char sequence with the given [step], where each
* snapshot is a string.* Several last strings may have less characters than the given [size].* Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.*
* @param size the number of elements to take in each window* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any,* by default 'false' which means partial windows won't be preserved.* @sample samples.collections.Sequences.Transformations.takeWindows
@SinceKotlin("1.2")
public fun
**CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false) {**
* Returns a list of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size]* sliding along this char sequence with the given [step].* Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.* You should not store it or allow it to escape in some way, unless you made a snapshot of it.* Several last char sequences may have less characters than the given [size].* Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.*
* @param size the number of elements to take in each window* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any,* by default 'false' which means partial windows won't be preserved.* @sample samples.collections.Sequences.Transformations.averageWindows
@SinceKotlin("1.2")
public fun <R>CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
* Returns a sequence of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size]* sliding along this char sequence with the given [step].* Several last char sequences may have less characters than the given [size].* Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.*
* @param size the number of elements to take in each window* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any,* by default 'false' which means partial windows won't be preserved.* @sample samples.collections.Sequences.Transformations.takeWindows
@SinceKotlin("1.2")
public fun
**CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String>**
@SinceKotlin("1.2")
public fun <R>CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
* Returns a sequence of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size]* sliding along this char sequence with the given [step].* Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.* You should not store it or allow it to escape in some way, unless you made a snapshot of it.* Several last char sequences may have less characters than the given [size].* Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.*
* @param size the number of elements to take in each window* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any,* by default 'false' which means partial windows won't be preserved.* @sample samples.collections.Sequences.Transformations.averageWindows
@SinceKotlin("1.2")
public fun
**CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<String>**

`this` and the [other] char sequences with the same index
* The returned list has length of the shortest char sequence
* `trim(predicate: (Char) -> Boolean): CharSequence`.
  * Returns a string having leading and trailing characters matching the [predicate] removed.
  * `trim(vararg chars: Char): CharSequence`.
  * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.

---

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from the [chars] array removed.

```kotlin
public fun String.trim(vararg chars: Char): String = trim { it in chars }

public fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart { it in chars }

public fun String.trimStart(vararg chars: Char): String = trimStart { it in chars }

public fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }

public fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }

public fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

public fun String.trim(): String = (this as CharSequence).trim().toString()

public fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)

public fun String.trimStart(): String = (this as CharSequence).trimStart().toString()

public fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)

public fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()

public fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

public fun String.padStart(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padStart(length, padChar).toString()

public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb
}

public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()
```

```kotlin
from the [chars] array removed.

```
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
      returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this char sequence is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/*
 * Returns `true` if this nullable char sequence is either
 * `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise. */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it's not empty
 * or the result of calling [defaultValue] function if the char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling [defaultValue] function otherwise.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.
 */
@kotlin.internal.InlineOnly
public fun String.substring(range: IntRange): String =
    subSequence(range.start, range.endInclusive + 1).toString()
occurrence of $[delimiter]$. If the string does not contain the delimiter, returns $[missingDelimiterValue] which
defaults to the original string.

*public fun String.substringBefore(delimiter: Char, missingDelimiterValue:
String) { String = this; String { val index = indexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(0, index) }}

* Returns a substring before the first occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this) { String = this; String { val index = indexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(0, index) }}

* Returns a substring before the first occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this) { String = this; String { val index = indexAfter(delimiter) return if (index == -1) missingDelimiterValue else
substring(index + 1, length) }}

* Returns a substring after the last occurrence of $[delimiter]$.

*public fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this) { String = this; String { val index = lastIndexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(index + delimiter.length, length) }}

* Returns a substring after the last occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this) { String = this; String { val index = lastIndexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(0, index) }}

* Returns a substring before the last occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this) { String = this; String { val index = lastIndexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(0, index) }}

* Returns a substring before the last occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this) { String = this; String { val index = lastIndexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(index + 1, length) }}

* Returns a substring after the last occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this) { String = this; String { val index = lastIndexOf(delimiter) return if (index == -1) missingDelimiterValue else
substring(index + delimiter.length, length) }}

* Returns a substring after the last occurrence of $[delimiter]$. If the string does not contain the delimiter, returns
$[missingDelimiterValue] which defaults to the original string.

*public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    val sb = StringBuilder()
    sb.append(this, 0, startIndex)
    sb.append(replacement)
    sb.append(this, endIndex, length)
    return sb
}

*public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String {
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()
}

*public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =
    replaceRange(range.start, range.endInclusive + 1, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: String): String {
    (this as CharSequence).replaceRange(range, replacement).toString()
}

*public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: String): String {
    (this as CharSequence).replaceRange(range, replacement).toString()
}

*public fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: String): String {
    (this as CharSequence).replaceRange(range, replacement).toString()
}

*public fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: String): String {
    (this as CharSequence).replaceRange(range, replacement).toString()
}

*public fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    this.replace(range, replacement) 

*public fun String.replaceRange(range: IntRange, replacement: String): String {
    (this as CharSequence).replaceRange(range, replacement).toString()
}
given range is removed.

```kotlin
@public fun CharSequence.removeRange(startIndex: Int, endIndex: Int):
CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")

    if (endIndex == startIndex)
        return this.subSequence(0, length)
    val sb = StringBuilder(length - (endIndex - startIndex))
    sb.append(this, 0, startIndex)
    sb.append(this, endIndex, length)
    return sb.toString()
}
```

```kotlin
public fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as CharSequence).removeRange(startIndex, endIndex).toString()
```

```kotlin
public fun CharSequence.removeRange(range: IntRange): CharSequence =
    removeRange(range.start, range.endInclusive + 1)
```

```kotlin
public fun String.removeRange(range: IntRange): String =
    removeRange(range.start, range.endInclusive + 1).toString()
```

```kotlin
public fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {
    if (startsWith(prefix)) {
        return subSequence(prefix.length, length)
    }
    return subSequence(0, length)
}
```

```kotlin
public fun String.removePrefix(prefix: CharSequence): String {
    if (startsWith(prefix)) {
        return substring(prefix.length)
    }
    return this
}
```

```kotlin
public fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {
    if (endsWith(suffix)) {
        return subSequence(0, length - suffix.length)
    }
    return subSequence(0, length)
}
```

```kotlin
public fun String.removeSuffix(suffix: CharSequence): String {
    if (endsWith(suffix)) {
        return substring(0, length - suffix.length)
    }
    return this
}
```

```kotlin
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length)
    }
    return subSequence(0, length)
}
```

```kotlin
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) &&
        startsWith(prefix) &&
        endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    }
    return this
}
```

```kotlin
public fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence {
    if (length >= delimiter.length + suffix.length) &&
        startsWith(delimiter) &&
        endsWith(delimiter) {
        return subSequence(delimiter.length, length - suffix.length)
    }
    return subSequence(0, length)
}
```

```kotlin
public fun String.removeSurrounding(delimiter: CharSequence): String {
    if (length >= delimiter.length + suffix.length) &&
        startsWith(delimiter) &&
        endsWith(delimiter) {
        return substring(delimiter.length, length - suffix.length)
    }
    return this
}
```

```kotlin
public fun String.replaceBefore(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if
```
Invoked when it's already known that arguments are not Strings, so no additional type checks are performed.

```kotlin
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean =
    regionMatches(this, other, thisOffset, otherOffset, length, ignoreCase)
```

```kotlin
/**
 * Implementation of [regionMatches] for CharSequences.
 *
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if (!this.isSurrogatePairAt(it - 1) || other.isSurrogatePairAt(it - 1)) {
        return false
    }

    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this[i].hasSurrogatePairAt(i - 1) || other[i].hasSurrogatePairAt(i - 1)) {
        i--
    }

    return subSequence(i, i + length).toString()
}
```

```kotlin
/**
 * Returns true if this char sequence starts with the specified character.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[0].equals(char, ignoreCase)
```

```kotlin
/**
 * Returns true if this char sequence starts with the specified prefix.
 */
public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
```

```kotlin
/**
 * Returns true if this char sequence ends with the specified suffix.
 */
public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, 0, suffix.length, ignoreCase)
```

```kotlin
/**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, returns the empty string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @sample samples.text.Strings.commonPrefixWith
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this[i].hasSurrogatePairAt(i - 1) || other[i].hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(0, i).toString()
}
```

```kotlin
/**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common suffix, returns the empty string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @sample samples.text.Strings.commonSuffixWith
 */
public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase)) {
        i++
    }
    if (this[i].hasSurrogatePairAt(thisLength - i - 1) || other[i].hasSurrogatePairAt(otherLength - i - 1)) {
        i--
    }
    return subSequence(thisLength - i, thisLength).toString()
}
```

```kotlin
/**
 * Finds the index of the first occurrence of any of the specified [chars] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a character.
 * @sample samples.text.Strings.indexOfAny
 */
public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeIndexOf(chars.single())
    }

    for (index in startIndex.coerceAtLeast(0)..<lastIndex) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return index
    }

    return -1
}
```
ignoreCase 'true' to ignore character case when matching a character. By default 'false'

* @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

```kotlin
*public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    val chars = this.toCharArray()  // Convert string to char array
    @Suppress("unused")
    if (!ignoreCase && chars.size == 1) {
        return this.indexOfChar(chars[0], 0, ignoreCase)  // Compute index of single char
    }
    for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {
        val matchingChar = chars.firstOrNull { it.regionMatches(index, this, 0, it.length, ignoreCase) }
        if (matchingChar != null) {
            return index to matchingChar
        }
    }
    return -1
}
```
backward toward the beginning of the string.

*param ignoreCase "true" to ignore character case when matching a string. By default "false".

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*param ignoreCase "true" to ignore character case when matching a string. By default "false".
sendMessage(fileOutputStream, string);
var result = "" for (char in this) { result += char } return result

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@ExperimentalStdlibApi
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
@ExperimentalStdlibApi
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@ExperimentalStdlibApi
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\uFFFD`.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 */
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace it by the replacement byte sequence `\uFFFD`.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws CharacterCodingException if this string contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}
throwOnInvalidSequence)

/**
 * Returns a copy of this string converted to upper case using the rules of the
default locale.
 *
 * @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string
converted to lower case using the rules of the default locale.
 *
 * @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@.SinceKotlin("1.2")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {
    /** Creates
     * a new array of the specified 
     * [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ByteArray(size))

    /**
     * Returns the array element at the given 
     * [index]. This method can be called
     * using the index operator.[n]
     */
    public operator fun get(index: Int): UByte = storage[index].toUByte()

    /**
     * Sets the element at the given 
     * [index] to the given 
     * [value]. This method can be called using the index operator.[n]
     */
    public operator fun set(index: Int, value: UByte) {
        storage[index] = value.toByte()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UByteIterator = Iterator(storage)

    private class Iterator(private val array: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size)
array[index++].toUByte() else throw NoSuchElementException(index.toString())
}]

override fun contains(element: UByte): Boolean {
    return storage.contains(element.toByte())
}

override fun containsAll(elements: Collection<UByte>): Boolean {
    return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }
}

override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index ->
      init(index).toByte()
    })
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

/*
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 * can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    constructor(size: Int) : this(IntArray(size))

    override operator fun get(index: Int): UInt = storage[index].toUInt()

    override operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    override val size: Int get() = storage.size

    override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
          array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt &&
          storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
      init(index).toInt()
    })
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements
private constructor(val storage: LongArray) : Collection<ULong> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    constructor(size: Int) : this(LongArray(size)) /* * Returns the array element at the given [index]. This method can be called using the index operator. */

    operator fun get(index: Int): ULong = storage[index].toULong() /* * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS. */

    operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size) array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed. Currently JS BE does not generate special bridge method for this method. If (element as Any?) !is ULong return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

positive number if it's greater than other. */

@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: ULong): ULong = ULong(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(this.data or other.data)
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)

/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)

/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())

/** Converts this ULong value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()

/** Converts this [ULong] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

/** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/** Converts this [ULong] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/** Converts this [ULong] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()

/** Converts this [ULong] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()

/** Converts this [ULong] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()

/** Converts this [ULong] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()

/** Converts this [ULong] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()

/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong()
Short.toULong(): ULong = ULong(this.toLong())

* Converts this [Int] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value, whereas the most significant 32 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong

* Converts this [Long] value to [ULong].
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.
* The resulting `ULong` value has the same binary representation as this `Long` value.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong

* The fractional part, if any, is rounded down towards zero. Returns zero if this `Float` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
public inline class UShortArray

* @PublishedApi
* internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {

* Creates a new array of the specified [size], with all elements initialized to zero.
* 
* Sets the element at the given [index] to the given [value]. This method can be called using the index operator.

* Returns the number of elements in the array.

* Returns an iterator over the elements of the array.

* Returns whether the given value is contained in the array.

* Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.

* The function [init] is called for each array element sequentially starting from the first one.

* It should return the value for an array element given its index.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
**Open Source Used In DNAC Platform Antelope**

Antelope

ushortArrayOf(vararg elements: UShort): UShortArray = elements

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UArraysKt")
@package:kotlin.collections.unsigned

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns an element at the given [index] or
throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

* * *

`@sample samples.collections.Collections.Elements.elementAt`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAt(index: Int): UShort
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}
```
UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate],
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate],
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate],
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate],
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns the first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns the first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns the first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns the first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}
predicate(it.toUByte())

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    @throws [NoSuchElementException] if the array is empty.
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}
Returns the last element, or `null` if the array is empty.

```kotlin
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.random(): UInt {
    return random(Random)
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.random(): ULong {
    return random(Random)
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.random(): UByte {
    return random(Random)
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.random(): UShort {
    return random(Random)
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
get(random.nextInt(size)) * Returns a random element from this array using the specified source of randomness.

*Throws NoSuchElementException if this array is empty.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.random(random: Random): UShort {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size)) * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UIntArray.single(): UInt {
    return storage.single().toUInt() * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UShortArray.single(): UShort {
    return storage.single().toUShort() * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun ULongArray.single(): ULong {
    return storage.single().toULong() * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UByteArray.single(): UByte {
    return storage.single().toUByte() * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UShortArray.single(): UShort {
    return storage.single().toUShort() * Returns the single element, or throws an exception if the array is empty or has more than one element.

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

*Úan@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.randomOrNull(): UShort? {
    return if (size == 1) this[0] else null
}
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(): ULong? {\n    return if (size == 1) this[0] else null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(): UByte? {\n    return if (size == 1) this[0] else null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(): UShort? {\n    return if (size == 1) this[0] else null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n    var single: UInt? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n    var single: ULong? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n    var single: UByte? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n    var single: UShort? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull: ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull: UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull: UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull: UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull: ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull: UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull: UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
}
samples.collections.Collections.Transformations.drop

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}
itself * and returns the result of predicate evaluation on the element.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) - Boolean): C {
    \n    forEachIndexed { index, element -\n    if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}* @\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) - Boolean): C {
    \n    forEachIndexed { index, element -\n    if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) - Boolean): C {
    \n    forEachIndexed { index, element -\n    if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) - Boolean): C {
    \n    forEachIndexed { index, element -\n    if (predicate(index, element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) - Boolean): C {
    \n    for (element in this) if (!predicate(element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) - Boolean): C {
    \n    for (element in this) if (!predicate(element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) - Boolean): C {
    \n    for (element in this) if (!predicate(element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun <C : 
MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) - Boolean): C {
    \n    for (element in this) if (!predicate(element)) destination.add(element)\n    }\n\n    return destination\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UIntArray.filterNot(predicate: (UInt) - Boolean): List<UInt> {
    \n    return filterNotTo(ArrayList<UInt>(), predicate)\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun ULongArray.filterNot(predicate: (ULong) - Boolean): List<ULong> {
    \n    return filterNotTo(ArrayList<ULong>(), predicate)\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UByteArray.filterNot(predicate: (UByte) - Boolean): List<UByte> {
    \n    return filterNotTo(ArrayList<UByte>(), predicate)\n}* @

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\public inline fun UShortArray.filterNot(predicate: (UShort) - Boolean): List<UShort> {
    \n    return filterNotTo(ArrayList<UShort>(), predicate)\n}* @

Open Source Used In DNAC Platform Antelope 3950
elements not matching the given [predicate] to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
```

*Open Source Used In DNAC Platform Antelope 3951*
Returns an array containing elements of this array at specified [indices].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UShort>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

Open Source Used in DNAC Platform Antelope 3962
a list containing last \([n]\) elements.\n * \n * @throws IllegalArgumentException if \([n]\) is negative.\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last \([n]\) elements.\n * \n * @throws IllegalArgumentException if \([n]\) is negative.\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last \([n]\) elements.\n * \n * @throws IllegalArgumentException if \([n]\) is negative.\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last \([n]\) elements.\n * \n * @throws IllegalArgumentException if \([n]\) is negative.\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given \([predicate]\).\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given \([predicate]\).\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given \([predicate]\).\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given \([predicate]\).\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given \([predicate]\).\n * \n * @sample samples.collections.Collections.Transformations.take

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in
this) { if (!predicate(item)) break list.add(item) return list }/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this) {
        if (!predicate(item)) break list.add(item) return list
    }
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this) {
        if (!predicate(item)) break list.add(item) return list
    }
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item)) break list.add(item) return list
    }
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if
(size > 1) { 
    sort() 
    reverse() 
} * * * * * * *{ 
Sorts elements in the array in-place descending according to their natural sort order.
}

public fun ULongArray.sortDescending(): Unit

if (size > 1) { 
    sort() 
    reverse() 
} * * * * * * *{ 
Sorts elements in the array in-place descending according to their natural sort order.
}

public fun UByteArray.sortDescending(): Unit

if (size > 1) { 
    sort() 
    reverse() 
} * * * * * * *{ 
Sorts elements in the array in-place descending according to their natural sort order.
}

public fun UShortArray.sortDescending(): Unit

if (size > 1) { 
    sort() 
    reverse() 
} * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): List<ULong>

{ 
    return copyOf().apply { sort() } 
}.asList() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): List<UByte>

{ 
    return copyOf().apply { sort() } 
}.asList() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): List<UShort>

{ 
    return copyOf().apply { sort() } 
}.asList() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt>

{ 
    return copyOf().apply { sort() } 
}.reversed() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong>

{ 
    return copyOf().apply { sort() } 
}.reversed() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte>

{ 
    return copyOf().apply { sort() } 
}.reversed() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort>

{ 
    return copyOf().apply { sort() } 
}.reversed() * * * * * * *{ 
Returns a list of all elements sorted according to their natural sort order.
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray

{ 
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } 
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray

{ 
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } 
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray

{ 
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } 
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray

{ 
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } 
}
Returns a list of all elements sorted descending according to their natural sort order. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed().toList() /* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. */
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed().toList()
}
```

Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>
```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}
```

Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}
```

Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUIntArray(): UIntArray {
    return this
}
```

Returns an array of type [LongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asUShortArray(): UShortArray {
    return this
}
```

Returns an array of type [ShortArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.asUByteArray(): UByteArray {
    return this
}
```

Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.asULongArray(): ULongArray {
    return this
}
```

Returns an array of type [ByteArrayOf], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return this
}
```

Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return this
}
```

Returns an array of type [UByte], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asUByteArray(): UByteArray {
    return this
}
```

Returns an array of type [ULongArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUByteArray(): UByteArray {
    return this
}
```

Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asUByteArrayOf(): UByteArrayOf {
    return this
}
```

Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.asULongArray(): ULongArray {
    return this
}
```

Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUByteArrayOf(): UByteArrayOf {
    return this
}
```
 ULonArray.contentEquals(other: ULonArray): Boolean {
    return storage.contentEquals(other.storage) * Returns `true` if the two specified arrays are structurally equal to one another, *i.e. contain the same number of the same elements in the same order.
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy,
 * 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy,
 * 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray()
}
`UIntArray.copyOf(newSize: Int): UIntArray` returns a new array which is a copy of the original array, resized to the given `newSize`. The copy is either truncated or padded at the end with zero values if necessary. If `newSize` is less than the size of the original array, the copy array is truncated to the `newSize`. If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```kotlin
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given `newSize`. The copy is either truncated or padded at the end with zero values if necessary. If `newSize` is less than the size of the original array, the copy array is truncated to the `newSize`. If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given `newSize`. The copy is either truncated or padded at the end with zero values if necessary. If `newSize` is less than the size of the original array, the copy array is truncated to the `newSize`. If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given `newSize`. The copy is either truncated or padded at the end with zero values if necessary. If `newSize` is less than the size of the original array, the copy array is truncated to the `newSize`. If `newSize` is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified `element` value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes
public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}
```

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IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentExcepiton if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentExcepiton if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return
**Returns an array containing all elements of the original array and then all elements**

```kotlin
UIntArray(result).IllegalAccessException

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}
```

```kotlin
UIntArray(result).IllegalAccessException

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
```
element of this array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@kotlin.internal.InlineOnly@\@public inline fun
UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()\n}  // **in* *Returns a *typed* object array containing all of the elements of this primitive array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun UIntArray.toTypedArray(): Array<UInt>
    (index -> this[index]) \n}  // **in* *Returns a *typed* object array containing all of the elements of this primitive array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun UByteArray.toTypedArray():
    Array<UByte> (index -> this[index]) \n}  // **in* *Returns a *typed* object array containing all of the elements of this primitive array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun UShortArray.toTypedArray():
    Array<UShort> (index -> this[index]) \n}  // **in* *Returns a *typed* object array containing all of the elements of this primitive array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun UByteArray.toUByteArray():
    UByteArray (this.copyOf()) \n}  // **in* *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun UIntArray.toUIntArray(): UIntArray
    (index -> this[index]) \n}  // **in* *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun ULongArray.toULongArray():
    ULongArray (index -> this[index]) \n}  // **in* *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun ShortArray.toUShortArray():
    UShortArray (index -> this[index]) \n}  // **in* *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes@\@public fun ULongArray.toULongArray():
    ULongArray (index -> this[index]) \n}  // **in* *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
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*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R, C : MutableCollection<R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n} \n*\@SinceKotlin("1.3")@\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {\n    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n}
where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V>
UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V>
ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V>
UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M :
MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M :
MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrElse(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}
```
MutableMap<in K, MutableList<ULong>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<ULong>() }
        list.add(element)
        if (element/\) return destination
    }
    return destination
}MutableMap<in K, MutableList<UInteger>> UShortArray.groupByTo(destination: M, keySelector: (UInteger) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInteger>() }
        list.add(element)
        if (element/\) return destination
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * * @return The [destination] map
 * * @sample samples.collections.Collections.Transformations.groupBy
 * */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
fun <K, M : MutableMap<in K, MutableList<UInteger>>> UByteArray.groupByTo(destination: M, keySelector: (UInteger) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInteger>() }
        list.add(element)
        if (element/\) return destination
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * * @return The [destination] map
 * * @sample samples.collections.Collections.Transformations.groupBy
 * */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
fun <K, M : MutableMap<in K, MutableList<UInteger>>> UShortArray.groupByTo(destination: M, keySelector: (UInteger) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInteger>() }
        list.add(element)
        if (element/\) return destination
    }
    return destination
}
destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UIntArray.map(transform: (UInt) -> R): List<R> {
        return mapTo(ArrayList<R>(size), transform)
    }

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    ULongArray.map(transform: (ULong) -> R): List<R> {
        return mapTo(ArrayList<R>(size), transform)
    }

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UByteArray.map(transform: (UByte) -> R): List<R> {
        return mapTo(ArrayList<R>(size), transform)
    }

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    UShortArray.map(transform: (UShort) -> R): List<R> {
        return mapTo(ArrayList<R>(size), transform)
    }

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
    MutableList<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
        var index = 0
        for (item in this)
            destination.add(transform(index++, item))
        return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :
    MutableList<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
        var index = 0
        for (item in this)
            destination.add(transform(index++, item))
        return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@SinceKotlin("1.3")
@FunctionalInterface
public inline fun <R, C :
    MutableList<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
        var index = 0
        for (item in this)
            destination.add(transform(index++, item))
        return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
@SinceKotlin("1.3")
@FunctionalInterface
public inline fun <R, C :
    MutableList<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
        var index = 0
        for (item in this)
            destination.add(transform(index++, item))
        return destination
}
MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array*
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an
 * element and the element itself* and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an
 * element and the element itself* and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array* and
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an
 * element and the element itself* and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R, C : 
MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an [IndexedValue] containing the index of that element and the element itself.*
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes
public fun UByteArray.withIndex():
    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.*
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes
public fun ULongArray.withIndex():
    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.*
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes
public fun UIntArray.withIndex():
    return IndexingIterable { iterator() }

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")@kotlin.experimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Any, C : Collection<R>> UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@OpenSourceUsedInDNACPlatformAntelope
/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
} /* Returns ‘true’ if all elements match the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
} /* Returns ‘true’ if all elements match the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
} /* Returns ‘true’ if all elements match the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.any(): Boolean {
    return storage.any()
} /* Returns ‘true’ if array has at least one element.
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.any(): Boolean {
    return storage.any()
} /* Returns ‘true’ if array has at least one element.
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.any(): Boolean {
    return storage.any()
} /* Returns ‘true’ if array has at least one element.
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.any(): Boolean {
    return storage.any()
} /* Returns ‘true’ if array has at least one element.
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */

/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} /* Returns the number of elements matching the given [predicate].
 */
*/
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```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0)
        return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        if (selector(i) > maxValue)
            maxElem = i
            maxValue = selector(maxElem)
    }
    return maxElem
}
element yielding the largest value of the given function or ‘null’ if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```
(isEmpty()) return null

var min = this[0]

for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
}

return min

Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

@sample samples.collections.Collections.Aggregates.minBy

*\@SinceKotlin("1.3")*\n
// ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem

    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }

    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minBy
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem

    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }

    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minBy
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem

    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }

    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }

    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }

    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }

    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }

    return min
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

public fun UShortArray.none(): Boolean {
    return isEmpty()
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
Accumulates value starting with the first element and applying \([operation] \) from left to right\( ^n \) * to current accumulator value and each element with its index in the original array.\(^n \) * @param \([operation] \) function that takes the index of an element, current accumulator value\(^n \) * and the element itself and calculates the next accumulator value.\(^n \) *\n\n\n```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.reduceIndexed(operation: (Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying \([operation] \) from left to right\( ^n \) * to current accumulator value and each element with its index in the original array.\(^n \) * @param \([operation] \) function that takes the index of an element, current accumulator value\(^n \) * and the element itself and calculates the next accumulator value.\(^n \) *\n\n\n```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.reduceIndexed(operation: (Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([operation] \) from right to left\( ^n \) to each element and current accumulator value.\(^n \) *\n\n\n```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([operation] \) from right to left\( ^n \) to each element and current accumulator value.\(^n \) *\n\n\n```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([operation] \) from right to left\( ^n \) to each element and current accumulator value.\(^n \) *\n\n\n```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
while (index >= 0) {\n    accumulator = operation(get(index--), accumulator)\n} \nreturn accumulator\n\n/*\naccumulate value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n*/\n*\n\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort) \n\n{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, get(index--))\n    }\n    return accumulator\n}\n\n/*\naccumulate value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n*/\n* @param [operation]\nfunction that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nUIntArray.reduceRightIndexed(operation: (Int, UInt, acc: UInt) -> UInt) \n\n{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}\n\n/*\naccumulate value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n*/\n* @param [operation]\nfunction that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.reduceRightIndexed(operation: (Int, ULong, acc: ULong) -> ULong) \n\n{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}\n\n/*\naccumulate value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n*/\n* @param [operation]\nfunction that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nUByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte) \n\n{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}\n\n/*\naccumulate value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n*/\n* @param [operation]\nfunction that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray.reduceRightIndexed(operation: (Int, UShort, acc: UShort) -> UShort) \n\n{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}\n\n/*\nreturns the sum of all values produced by [selector] function applied to each element in the array.\n*/\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nUIntArray.sumBy(selector: (UInt) -> Int) \n\n{\n    var sum = 0u\n    for (element in this) \n    \n        sum += selector(element)\n    return sum\n}\n\n/*\nreturns the sum of all values produced by [selector] function applied to each element in the array.\n*/\n*\n*\n@SinceKotlin(\"1.3\")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun\nULongArray.sumBy(selector: (ULong) -> Int) \n\n{\n    var sum = 0u\n    for (element in this) \n    \n        sum += selector(element)\n    return sum\n}
function applied to each element in the array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zipWithTransform(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        val value = list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zipWithTransform(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        val value = list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zipWithTransform(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        val value = list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array using the provided
 * [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        val value = list.add(transform(this[i], other[i]))
    }
    return list
}
list has length of the shortest collection.

* @sample samples.collections.Operations.zipIterableWithTransform
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun <R, V> ULongArray.zip(\n*     other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {\n*     val list = ArrayList<V>(size \n*         for (i in 0 until size) {\n*             list.add(transform(this[i], other[i]))\n*         }\n*     return list\n*     }\n*     \n*     * Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n*     * using the provided [transform] function applied to each pair of elements.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterableWithTransform\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun <R, V> UByteArray.zip(\n*     other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {\n*     val list = ArrayList<V>(size \n*         for (i in 0 until size) {\n*             list.add(transform(this[i], other[i]))\n*         }\n*     return list\n*     }\n*     \n*     * Returns a list of values built from the elements of ‘this’ array and the [other] array with the same index\n*     * using the provided [transform] function applied to each pair of elements.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterableWithTransform\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun <R, V> UShortArray.zip(\n*     other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {\n*     val list = ArrayList<V>(size \n*         for (i in 0 until size) {\n*             list.add(transform(this[i], other[i]))\n*         }\n*     return list\n*     }\n*     \n*     * Returns a list of pairs built from the elements of ‘this’ array and [other] array with the same index.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterable\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public infix fun <R> UIntArray.zip(\n*     other: Iterable<R>): List<Pair<UInt, R>> {\n*     return zip(other) { t1, t2 -> t1 to t2 }\n*     }\n*     \n*     * Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterable\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public infix fun <R> ULongArray.zip(\n*     other: Iterable<R>): List<Pair<ULong, R>> {\n*     return zip(other) { t1, t2 -> t1 to t2 }\n*     }\n*     \n*     * Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterable\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public infix fun <R> UByteArray.zip(\n*     other: Iterable<R>): List<Pair<UByte, R>> {\n*     return zip(other) { t1, t2 -> t1 to t2 }\n*     }\n*     \n*     * Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterable\n*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public infix fun <R> UShortArray.zip(\n*     other: Iterable<R>): List<Pair<UShort, R>> {\n*     return zip(other) { t1, t2 -> t1 to t2 }\n*     }\n*     \n*     * Returns a list of pairs built from the elements of ‘this’ collection and [other] array with the same index.\n*     * The returned list has length of the shortest collection.\n*     * @sample samples.collections.Operations.zipIterable
list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, V> UByteBuffer.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
list has length of the shortest array.

* @sample
samples.collections.Iterables.Operations.zipIterableWithTransform

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) }
    return list
}

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) }
    return list
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByteArray) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) }
    return list
}

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) }
    return list
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) }
    return list
}

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3") * @ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    return result
}

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containing all of the elements of this collection.

```kotlin
fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this) {
        result[index++] = element
    }
    return result
}

fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

---

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

    return maxOf(a, maxOf(b, c))
}

fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

    return minOf(a, minOf(b, c))
}
```
fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: Short, b: Short, c: Short): Short {
    return minOf(a, minOf(b, c))
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UInt): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0UL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return (value shr ULong.SIZE_BITS) == 0UL && contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return (value shr UShort.SIZE_BITS) == 0UL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

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public infix fun UByte.downTo(to: UByte): UIntProgression { return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u) } * Returns a progression from this value down to the specified [to] value with the step -1. * The [to] value should be less than or equal to `this` value. * If the [to] value is greater than `this` value the returned progression is empty.

public infix fun UInt.downTo(to: UInt): UIntProgression { return UIntProgression.fromClosedRange(this, to, -1u) } * Returns a progression from this value down to the specified [to] value with the step -1. * The [to] value should be less than or equal to `this` value. * If the [to] value is greater than `this` value the returned progression is empty.

public infix fun ULong.downTo(to: ULong): ULongProgression { return ULongProgression.fromClosedRange(this, to, -1L) } * Returns a progression from this value down to the specified [to] value with the step -1. * The [to] value should be less than or equal to `this` value. * If the [to] value is greater than `this` value the returned progression is empty.

public infix fun UShort.downTo(to: UShort): UIntProgression { return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1) } * Returns a progression that goes over the same range in the opposite direction with the same step.

public fun UIntProgression.reversed(): UIntProgression { return UIntProgression.fromClosedRange(last, first, -step) } * Returns a progression that goes over the same range in the opposite direction with the same step.

public fun ULongProgression.reversed(): ULongProgression { return ULongProgression.fromClosedRange(last, first, -step) } * Returns a progression that goes over the same range with the given step.

public infix fun UIntProgression.step(step: Int): UIntProgression { checkStepIsPositive(step > 0, step) return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) } * Returns a progression that goes over the same range with the given step.

public infix fun ULongProgression.step(step: Long): ULongProgression { checkStepIsPositive(step > 0, step) return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) } * Returns a range from this value up to but excluding the specified [to] value. * If the [to] value is less than or equal to `this` value, then the returned range is empty. * If the [to] value is greater than `this` value, then the returned range is from this value up to but excluding the specified [to] value. * If the [to] value is less than or equal to `this` value, then the returned range is empty. * If the [to] value is greater than `this` value, then the returned range is from this value up to but excluding the specified [to] value. * If the [to] value is less than or equal to `this` value, then the returned range is empty. * If the [to] value is greater than `this` value, then the returned range is from this value up to but excluding the specified [to] value. * If the [to] value is less than or equal to `this` value, then the returned range is empty. * If the [to] value is greater than `this` value, then the returned range is from this value up to but excluding the specified [to] value. * If the [to] value is less than or equal to `this` value, then the returned range is empty.
samples.comparisons.ComparableOps.coerceAtLeastUnsigned

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

* Ensures that this value is not less than the specified [minimumValue].
* \( \text{return this value if it's greater than or equal to the [minimumValue]} \)
* or the [minimumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

* Ensures that this value is not less than the specified [minimumValue].
* \( \text{return this value if it's greater than or equal to the [minimumValue]} \)
* or the [minimumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

* Ensures that this value is not less than the specified [minimumValue].
* \( \text{return this value if it's greater than or equal to the [minimumValue]} \)
* or the [minimumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

* Ensures that this value is not greater than the specified [maximumValue].
* \( \text{return this value if it's less than or equal to the [maximumValue]} \)
* or the [maximumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

* Ensures that this value is not greater than the specified [maximumValue].
* \( \text{return this value if it's less than or equal to the [maximumValue]} \)
* or the [maximumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

* Ensures that this value is not greater than the specified [maximumValue].
* \( \text{return this value if it's less than or equal to the [maximumValue]} \)
* or the [maximumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

* Ensures that this value is not greater than the specified [maximumValue].
* \( \text{return this value if it's less than or equal to the [maximumValue]} \)
* or the [maximumValue]. otherwise: \n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
```
returns maximumValue
    return this

/**
 * Ensures that this value lies in the specified range
 * [minimumValue..maximumValue].
 * 
 * @return this if it's in the range, or [minimumValue] if this value is
 * less than [minimumValue], or [maximumValue] if this value is greater than
 * [maximumValue].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    return
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * [minimumValue..maximumValue].
 * 
 * @return this if it's in the range, or [minimumValue] if this value is
 * less than [minimumValue], or [maximumValue] if this value is greater than
 * [maximumValue].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    return
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    return

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    return

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    return

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    return

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    return

Open Source Used In DNAC Platform Antelope 3895
public interface List<out E> : Collection<E> {
    override fun iterator(): Iterator<E>

    // Bulk Operations

    override val size: Int
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
    override fun iterator(): Iterator<E>

    // Query Operations

    override val size: Int
    override fun isEmpty(): Boolean
    override fun contains(element: @UnsafeVariance E): Boolean
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access
 * to the list;
 * read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the collection.
 */
public interface MutableList<out E> : List<E>, Collection<E>,
    MutableListInterface<out E> {
    // Query Operations
    override fun iterator(): MutableListIterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the collection.
     * @param E the type of elements contained in the collection.
     */
    public fun add(element: E): Boolean

    /**
     * Removes a single instance of the specified element from this collection, if it is present.
     * @param E the type of elements contained in the collection.
     */
    public fun remove(element: E): Boolean

    /**
     * Removes all of the elements of the specified collection from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    /**
     * Retains only the elements in this collection that are contained in the specified collection.
     * @param E the type of elements contained in the collection.
     */
    public fun retainAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}

/**
 * A generic ordered collection of elements. Methods in this interface support only read-only access
 * to the collection.
 * read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the collection. The collection is
 * covariant on its element type.
 */
public interface Collection<out E> : Iterable<E> {
    // Query Operations

    override fun iterator(): Iterator<E>

    // Bulk Operations

    /**
     * Checks if the specified element is contained in this collection.
     */
    public operator fun contains(element: @UnsafeVariance E): Boolean

    override fun iterator(): Iterator<E>

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the collection;
 * read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the collection. The collection is
 * covariant on its element type.
 */
public interface MutableList<out E> : List<E>, Collection<E>,
    MutableListInterface<out E> {
    // Query Operations
    override fun iterator(): MutableListIterator<E>

    // Modification Operations
    /**
     * Adds the specified element to the collection.
     * @param E the type of elements contained in the collection.
     */
    public fun add(element: E): Boolean

    /**
     * Removes a single instance of the specified element from this collection, if it is present.
     * @param E the type of elements contained in the collection.
     */
    public fun remove(element: E): Boolean

    /**
     * Removes all of the elements of the specified collection from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the list;
 * read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the list. The list is covariant on its element type.
 */
public interface List<out E> : Collection<E>,
    ListInterface<out E> {
    // Query Operations

    override fun iterator(): Iterator<E>

    // Bulk Operations

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
     */
    public fun retainAll(elements: Collection<E>): Boolean

    /**
     * Removes all of the elements of the specified collection from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}

/**
 * A generic ordered collection of elements. Methods in this interface support only read-only access
 * to the list; read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the list. The list is covariant on its element type.
 */
public interface List<out E> : Collection<E>,
    ListInterface<out E> {
    // Query Operations

    override fun iterator(): ListIterator<E>

    // Bulk Operations

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
     */
    public fun retainAll(elements: Collection<E>): Boolean

    /**
     * Removes all of the elements of the specified collection from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the list;
 * read/write access is supported through the [MutableList] interface.
 * @param E the type of elements contained in the list. The list is covariant on its element type.
 */
public interface List<out E> : Collection<E>,
    ListInterface<out E> {
    // Query Operations

    override fun iterator(): ListIterator<E>

    // Bulk Operations

    /**
     * Checks if all elements in the specified collection are contained in this collection.
     * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
     */
    public fun retainAll(elements: Collection<E>): Boolean

    /**
     * Removes all of the elements of the specified collection from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun removeAll(elements: Collection<E>): Boolean

    // Bulk Modification Operations
    /**
     * Adds all of the elements of the specified collection to this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun addAll(elements: Collection<E>): Boolean

    /**
     * Removes all elements from this collection.
     * @param E the type of elements contained in the collection.
     */
    public fun clear(): Unit
}
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean // Positional Access Operations
    /**
     * Returns the element at the specified index in the list.
     */
    public operator fun get(index: Int): E
    // Search Operations
    /**
     * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun indexOf(element: @UnsafeVariance E): Int
    /**
     * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
     */
    public fun lastIndexOf(element: @UnsafeVariance E): Int
    // Positional Access Operations
    get(index: Int: E) // Search Operations
    indexOf(element: E)
    lastIndexOf(element: E)

    /**
     * A generic unordered collection of elements that does not support adding and removing elements.
     * @param E the type of elements contained in the list. The mutable list is invariant on its element type.
     */
    public interface MutableList<E> : List<E>, MutableCollection<E> {
        // Modification Operations
        /**
         * Adds the specified element to the end of this list.
         */
        public override fun add(element: E): Boolean
        override fun addAll(elements: Collection<E>): Boolean
        override fun removeAll(elements: Collection<E>): Boolean
        override fun retainAll(elements: Collection<E>): Boolean
        /**
         * Removes an element at the specified position.
         */
        public operator fun set(index: Int, element: E): E
        /**
         * Inserts an element into the list at the specified position in this list with the specified element.
         */
        public fun add(index: Int, element: E): Boolean
        /**
         * Removes the element at the specified position.
         */
        public fun removeAt(index: Int): E
        /**
         * Inserts all of the elements of the specified collection [elements] into this list at the specified [index].
         */
        public fun addAll(index: Int, elements: Collection<E>): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun clear(): Unit
        override fun iterator(): MutableListIterator<E>
        override fun listIterator(): MutableListIterator<E>
        override fun subList(fromIndex: Int, toIndex: Int): List<E>
        override fun listIterator(index: Int): MutableListIterator<E>
        override fun subList(fromIndex: Int, toIndex: Int): List<E>
    }
    // Positional Access Operations
    /**
     * Replaces the element at the specified position in this list with the specified element.
     */
    public fun set(index: Int, element: E): Unit
    override fun clear(): Unit
    override fun iterator(): Iterator<E>
    override fun listIterator(): ListIterator<E>
    override fun subList(fromIndex: Int, toIndex: Int): List<E>
    /**
     * Returns a list iterator over the elements in this list (in proper sequence).
     */
    public fun listIterator(): ListIterator<E>
    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].
     */
    public fun listIterator(index: Int): ListIterator<E>
    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): List<E>
    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): List<E>
    // Positional Access Operations
    /**
     * A generic unordered collection of elements that does not support duplicate elements.
     * @param E the type of elements contained in the list. The set is covariant on its element type.
     */
    public interface Set<out E> : Collection<E> {
        // Query Operations
        /**
         * Returns true if the specified element is contained in the set.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        /**
         * Returns true if the specified element is contained in the set.
         */
        override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Adds the specified element to the end of this list.
         */
        override fun add(element: E): Boolean
        override fun addAll(elements: Collection<E>): Boolean
        override fun removeAll(elements: Collection<E>): Boolean
        override fun retainAll(elements: Collection<E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: E): Boolean
        override fun add(element: E): Boolean
        override fun addAll(elements: Collection<E>): Boolean
        override fun removeAll(elements: Collection<E>): Boolean
        override fun retainAll(elements: Collection<E>): Boolean
        override fun clear(): Unit
        override fun iterator(): Iterator<E>
        override fun listIterator(): ListIterator<E>
        override fun subList(fromIndex: Int, toIndex: Int): List<E>
        /**
         * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
         */
        override fun indexOf(element: E): Int
        /**
         * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.
         */
        override fun lastIndexOf(element: E): Int
        // Positional Access Operations
        /**
         * Determines whether the specified element is contained in this list.
         */
        public fun contains(element: E): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        public fun containsAll(elements: Collection<E>): Boolean
        /**
         * Adds the specified element to the end of this list.
         */
        public fun add(element: E): Boolean
        /**
         * Adds all of the elements of the specified collection to the end of this list.
         */
        public fun addAll(elements: Collection<E>): Boolean
        public fun addAll(index: Int, elements: Collection<E>): Boolean
        /**
         * Removes an element at the specified position.
         */
        public operator fun set(index: Int, element: E): E
        /**
         * Inserts an element into the list at the specified position.
         */
        public fun add(index: Int, element: E): Boolean
    }
    // Positional Access Operations
    /**
     * A generic unordered collection of elements that does not support duplicate elements.
     * @param E the type of elements contained in the list. The set is covariant on its element type.
     */
    public interface HashSet<E> : Collection<E>, Set<E> {
        // Query Operations
        /**
         * Returns true if the specified element is contained in the set.
         */
        override fun contains(element: E): Boolean
        /**
         * Returns true if the specified element is contained in the set.
         */
        override fun containsAll(elements: Collection<E>): Boolean
        /**
         * Adds the specified element to the end of this list.
         */
        override fun add(element: E): Boolean
        override fun addAll(elements: Collection<E>): Boolean
        override fun removeAll(elements: Collection<E>): Boolean
        override fun retainAll(elements: Collection<E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean
        override fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean
        /**
         * Determines whether the specified element is contained in this list.
         */
        override fun contains(element: @UnsafeVariance E): Boolean
        override fun add(element: @UnsafeVariance E): Boolean
        override fun addAll(elements: Collection<@UnsafeVariance E>): Boolean
        override func
key. Map keys are unique; the map holds only one value for each key.

Methods in this interface support only read-only access to the map; read-write access is supported through the [MutableMap] interface. The map is invariant on its key type, as it can accept key as a parameter (of [containsKey] for example) and return it in [keys]. The map is covariant on its value type, and its generic type arguments are [K] and [V], where [K] is the type of keys and [V] is the type of values.

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the next value in the sequence without boxing. */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

/**
 * An iterator over a sequence of values of type `Char`. */
public abstract class CharProgressionIterator(first: Char, last: Char, val step: Int) :
  Iterator<Char> { /* */
    override final fun next() = nextChar() /* Returns the next value in the sequence without boxing. */

    override fun hasNext(): Boolean = hasNext

    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
            hasNext = true
        }
        return value.toChar()
    }
}

/**
 * An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> { /* */
  override final fun next() = nextBoolean() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextDouble(): Double
}

/** An iterator over a sequence of values of type `Double`. */
public abstract class DoubleIterator : Iterator<Double> { /* */
    override final fun next() = nextDouble() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntIterator : Iterator<Int> { /* */
    override final fun next() = nextInt() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> { /* */
    override final fun next() = nextLong() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextShort(): Short
}

/** An iterator over a sequence of values of type `Short`. */
public abstract class ShortIterator : Iterator<Short> { /* */
    override final fun next() = nextShort() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextCharacter(): Char
}

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    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntIterator : Iterator<Int> { /* */
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    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> { /* */
    override final fun next() = nextLong() /* Returns the next value in the sequence without boxing. */

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextShort(): Short
}

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    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextCharacter(): Char
}
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```kotlin
LongProgression = LongProgression(rangeStart, rangeEnd, step)
```

```
/*
 * Copyright 2010-2019
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long):
```

```
* [step] must be greater than `Long.MIN_VALUE` and not equal to zero.

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
```

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator =
```

```
/**
 * The first element in the progression.

    /**
     * The step
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
```

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates CharProgression within the specified bounds of a closed range.
```

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates CharProgression within the specified bounds of a closed range.
```

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
```

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
```

    /**
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
```

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
```
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package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */

public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 * Class, interface or object, annotation class is also included
 */
public enum class AnnotationTarget {
    CLASS,
    ANNOTATION_CLASS,
    TYPE_PARAMETER,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPE,
    EXPRESSION,
    FILE,
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    SOURCE,
    BINARY,
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection (default retention)
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This
meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.

```kotlin
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented
```

```kotlin
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented
```

```kotlin
/*
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 *
 * Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
 */

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

```kotlin
package kotlin.internal
```

```kotlin
/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks
 * That means it's completely safe to use generic types as argument for such parameter.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable
```

```kotlin
/**
 * Specifies that the corresponding built-in method exists depending on platform.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent
```

```kotlin
package kotlin.internal
```

```kotlin
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}
```

```kotlin
private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}
```

```kotlin
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition: [start] <= [end]
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```kotlin
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition: [start] <= [end]
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 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
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@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```kotlin
/*
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 *
 * Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
 */

```kotlin
/*
 * Copyright 2010-2015 JetBrains s.r.o.
 *
 * Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
 */
```
KType?\n) {\n    public companion object {\n        /**\n         * Star projection, denoted by the `*` character.\n         * For example, in the type `KClass<*>>`, `*` is the star projection.\n         * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections) for more information.\n         */\n        public val STAR: KTypeProjection = KTypeProjection(null, null)\n
        /**\n         * Creates an invariant projection of a given type. Invariant projection is just the type itself,\n         * without any use-site variance modifiers applied to it.\n         * For example, in the type `Set<String>` , `String` is an invariant projection of the type represented by the class `String`.\n         */\n        public fun invariant(type: KType): KTypeProjection = KTypeProjection(KVariance.INVARIANT, type)\n
        /**\n         * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to a type.\n         * For example, in the type `MutableList<in Number>`, `in Number` is a contravariant projection of the type of class `Number`.\n         */\n        public fun contravariant(type: KType): KTypeProjection = KTypeProjection(KVariance.IN, type)\n
        /**\n         * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.\n         * For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type of class `Number`.\n         */\n        public fun covariant(type: KType): KTypeProjection = KTypeProjection(KVariance.OUT, type)\n    }\n}\n
@SinceKotlin("1.1")\nenum class KVariance {
    /**\n     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n     */\n    INVARIANT,

    /**\n     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.\n     */\n    IN,

    /**\n     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.\n     */\n    OUT,
}

@SinceKotlin("1.1")\nenum class KVisibility {
    /**\n     * Visibility of declarations marked with the `public` modifier.\n     */\n    PUBLIC,

    /**\n     * Visibility of declarations marked with the `protected` modifier.\n     */\n    PROTECTED,

    /**\n     * Visibility of declarations marked with the `internal` modifier.\n     */\n    INTERNAL,

    /**\n     * Visibility of declarations marked with the `private` modifier.\n     */\n    PRIVATE,
}

@JsName("arrayIterator")\ninternal fun arrayIterator(array: dynamic, type: String?)\n    = when (type) {
        null -> {
            val arr: Array<dynamic> = array
            object : Iterator<dynamic> {
                var index = 0
                override fun hasNext() = index < arr.size
                override fun next() = if (index <
arr.size) arr[index++] else throw NoSuchElementException("$index")
}
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) =
    object : BooleanIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextBoolean() = if (index < array.size) array[index++] else throw
    }

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextByte() = if (index < array.size) array[index++] else throw
    }

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextShort() = if (index < array.size) array[index++] else throw
    }

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextChar() = if (index < array.size) array[index++] else throw
    }

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextInt() = if (index < array.size) array[index++] else throw
    }

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextFloat() = if (index < array.size) array[index++] else throw
    }

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextDouble() = if (index < array.size) array[index++] else throw
    }

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator()
    {
        var index = 0
        override fun hasNext() = index < array.size
        override fun nextLong() = if (index < array.size) array[index++] else throw
    }

@JsName("PropertyMetadata")
internal class PropertyMetadata(@JsName("callableName") val name: String)

@JsName("noWhenBranchMatched")
internal fun noWhenBranchMatched(): Nothing = throw NoWhenBranchMatchedException()

@JsName("subSequence")
internal fun subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {
    if (c is String) {
        return c.substring(startIndex, endIndex)
    } else {
        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)
    }
}

@JsName("captureStack")
internal fun captureStack(baseClass: JsClass<in Throwable>, instance: Throwable) {
    if (js("Error").captureStackTrace) {
        js("Error").captureStackTrace(instance, instance::class.js)
    } else {
        instance.asDynamic().stack = js("new Error()").stack
    }
}

@JsName("newThrowable")
internal fun newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    if (message != null) throwable.message = message
    throwable.cause = cause
    throwable.name = "Throwable"
    return throwable
}

@JsName("BoxedChar")
internal class BoxedChar(val c: Int) : Comparable<Int> {
    override fun equals(other: Any?): Boolean {
        return other is BoxedChar && c == other.c
    }

    override fun hashCode(): Int {
        return c
    }

    override fun toString(): String {
        return js("this.c").unsafeCast<Char>().toString()
    }

    override fun compareTo(other: Int): Int {
        return js("this.c - other.c").unsafeCast<Int>().compareTo(other)
    }
}

@kotlin.internal.InlineOnly
internal inline fun <T> concat(args: Array<T>): T {
    val typed
fun arrayConcat(a: T, b: T): T {
    return (a as Array<*> && b as Array<*>)
        ? a.concat(b)
        : when (a is Array<*>)
            (TypedArray::class.java.isAssignableFrom(a.javaClass))
                .then { typedArrayConcat(a as Array<*>!, b as Array<*>) }
srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}


internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    return result
}

internal fun arrayCopy(array: dynamic, collection: Collection<T>): dynamic {
    val dst = array.newInstance(collection.size)
    copyArrayType(array, dst)
    var index = 0
    for (element in collection) dst[index++] = element
    return dst
}

internal fun arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val dst = array.slice()
    dst.length += collection.size
    copyArrayType(array, dst)
    var index = 0
    for (element in collection) dst[index++] = element
    return dst
}

internal fun fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
represents [success][Result.isSuccess] or the\n* defaultValue if it is [failure][Result.isFailure].\n* This
function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n
```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}
```

This function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n
```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
```

This function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n
```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }
}
```

This function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n
```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

This function is shorthand for `getOrElse { defaultValue }` (see [getOrElse]).
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```kotlin
package kotlin.coroutines

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed
     * [result] as the return value of the last suspension point.
     */
    public fun resumeWith(result: Result<T> =@SinceKotlin("1.3")@Target(AnnotationTarget.CLASS)@Retention(AnnotationRetention.BINARY)@pub
     lic annotation class RestrictionsSuspension@n/**@n * Resumes the execution of the corresponding coroutine passing
     * [value] as the return value of the last suspension point.
     */
    public fun<T> Continuation<in T>.resume(value: T) =@SinceKotlin("1.3")@InlineOnly@npublic inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

    /**
     * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the
     * last suspension point.
     */
    public fun<T> Continuation<in T>.resumeWithException(exception: Throwable) =
    resumeWith(Result.failure(exception))

    /**
     * Creates a [Continuation] instance with the given [context] and
     * implementation of [resumeWith] method.
     */
    public fun<T> Continuation<in T>(context: CoroutineContext, crossinline resumeWith: (Result<T>) -> Unit): Continuation<T> =
        object : Continuation<T> {
            override val context: CoroutineContext
                get() = context

            override fun resumeWith(result: Result<T>) =
                resumeWith(result)
        }

    /**
     * Creates a coroutine without a receiver and with result type [T].
     * This function creates a new, fresh instance of suspendable computation every time it is invoked.
     * To start executing the created coroutine, invoke `resume(Unit)` on the returned
     * [continuation] instance.
     */
    public fun<T> (suspend () -> T).createCoroutine(completion: Continuation<T>) =
        createCoroutineUnintercepted(completion).intercepted().resume(Unit)

    /**
     * Creates a coroutine with receiver type [R] and result type [T].
     * This function creates a new, fresh instance of suspendable computation every time it is invoked.
     * To start executing the created coroutine, invoke `resume(Unit)` on the returned
     * [continuation] instance.
     */
    public fun<T, R>(R.() -> T).createCoroutine(receiver: R, completion: Continuation<T>) =
        createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)

    /**
     * Starts a coroutine without a receiver and with result type [T].
     * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
     * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
     */
    public fun<T> (suspend () -> T).startCoroutine(completion: Continuation<T>) =
        createCoroutineUnintercepted(completion).intercepted().resume(Unit)

    /**
     * Starts a coroutine with receiver type [R] and result type [T].
     * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
     * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
     */
    public fun<T, R>(R.() -> T).startCoroutine(receiver: R, completion: Continuation<T>) =
        createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)

    /**
     * Obtains the current continuation instance inside suspend functions and suspends
     * the currently running coroutine.
     */
    public fun<T> Continuation<in T>.suspended(): Continuation<T> =
        suspendedContinuation
```

---

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function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously or
asynchronously later in the same thread or from a different thread of execution. Subsequent invocation of any resume function will produce an
[IllegalStateException].

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

* An @SinceKotlin("1.3") @Suppress("WRONG_MODIFIER_TARGET") @InlineOnly @public suspend inline fun <T>

suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineUninterceptedOrReturn {
        c: Continuation<T> ->
        val safe = SafeContinuation(c.intercepted())
        block(safe)
    safe.getOrThrow()
}

/**
 * Returns the context of the current coroutine.

*/
@SinceKotlin("1.3")
@RequireInlineOnly
public suspend inline
public val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as

intrinsic")
    }

/**
 * Creates unintercepted coroutine without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is
 * invoked. The suspended coroutine is started immediately in the invoker's thread
 * without going through the [ContinuationInterceptor] that might be present in the
 * completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is
 * established.
 * This function returns unintercepted continuation.
 * Invocation of `resume(Unit)` on the suspended
 * coroutine starts coroutine immediately in the invoker's call stack without going through the
 * [ContinuationInterceptor] that might be present in the
 * completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is
 * established.
 * This function can be used to acquire the intercepted continuation.
 * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of
 * both the coroutine and [completion] happens in the
 * invocation context established by
 * [ContinuationInterceptor].
 * Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or
 * exception.

* An @SinceKotlin("1.3") @public @suppress("WrongModifierTarget") @inline Only @public suspended inline func <T>

suspendCoroutineUninterceptedOrReturn {
    c: Continuation<T> ->
    val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as

 intrinsic")
    }

    suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineUninterceptedOrReturn {
        c: Continuation<T> ->
        val safe = SafeContinuation(c.intercepted())
        block(safe)
    safe.getOrThrow()
}
createCoroutineFromSuspendFunction(completion) { \n    this.asDynamic()(completion)\n} \n\n/*
 * Creates unintercepted coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n */

/*
 * This function returns unintercepted continuation.\n */

Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the continuation's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that [completion] of this function may get invoked in an arbitrary context.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n */
@SinceKotlin("1.3")
public actual fun <R, T>
    (suspend R.() -> T).createCoroutineUnintercepted(\n        receiver: R,\n        completion: Continuation<T>\n    ): Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n    if (this.asDynamic().length == 3) {\n        // When `suspended` is true the continuation is created, but not executed\n        this.asDynamic()(receiver, completion, true)\n    } else {\n        createCoroutineFromSuspendFunction(completion) {\n            this.asDynamic()(receiver, completion)\n        }\n    }

/*
 * This function shall be used on the immediate result of\n * [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn],\n * in which case it checks for\n * [ContinuationInterceptor] in the continuation's [context].\n */
@SinceKotlin("1.3")
public actual\n    fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?: this

private inline fun <T> createCoroutineFromSuspendFunction(\n    completion: Continuation<T>,\n    crossinline block: () -> Any?\n): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()\n        }
    }
}
public actual fun Double.toBits(): Long = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Long] * preserving NaN values exact layout.
 */
public actual fun Double.toRawBits(): Long = definedExternally

/**
 * Returns the Double value corresponding to a given bit representation.
 */

/**
 * Returns a bit representation of the specified floating-point value as [Int] * according to the IEEE 754 floating-point \"single format\" bit layout.
 */
public actual fun Float.toBits(): Int = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] * according to the IEEE 754 floating-point \"single format\" bit layout.
 */
public actual fun Float.toRawBits(): Int = definedExternally

/**
 * Returns the Float value corresponding to a given bit representation.
 */
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()
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(which can't be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file. By applying `@JsModule("jquery")` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

Example: `@JsModule("jquery")` external abstract class JQuery() {
    // some declarations here
}

`@JsModule("jquery")` external fun JQuery(element: Element): JQuery

`@property` import name of a module to import declaration from. To tell the Kotlin compiler to accept both cases, you can augment `@JsModule` with the `@JsNonModule` annotation. For example:

```kotlin
@JsModule("jquery")
@JsNonModule
external abstract class JQuery() {
    // some declarations here
}

@JsModule("jquery")
@JsNonModule
external fun JQuery(element: Element): JQuery
```

`@property` value the qualifier to add to the declarations in the generated code.

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

It must be a sequence of valid JavaScript identifiers separated by the `.` character. Examples of valid qualifiers are: `foo`, `bar.Baz`, `~$0.f`.

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

See also `JsModule`.

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage

external fun foo(x: Int)

external fun bar(): String
```

It must be a sequence of valid JavaScript identifiers separated by the `.` character.
invariant on its element type.\n */\npublic actual abstract class AbstractMutableCollection<E> protected actual
constructor() : AbstractCollection<E>(), MutableCollection<E> {\n\n actual abstract override fun add(element: E):
Boolean\n\n actual override fun remove(element: E): Boolean {\n
val iterator = iterator()\n
while
(iterator.hasNext()) {\n
if (iterator.next() == element) {\n
iterator.remove()\n
return true\n
}\n
}\n
return false\n }\n\n actual override fun addAll(elements: Collection<E>): Boolean {\n
var modified = false\n
for (element in elements) {\n
if (add(element)) modified = true\n
}\n
return modified\n }\n\n actual override fun removeAll(elements: Collection<E>): Boolean = (this as
MutableIterable<E>).removeAll { it in elements }\n actual override fun retainAll(elements: Collection<E>):
Boolean = (this as MutableIterable<E>).removeAll { it !in elements }\n\n actual override fun clear(): Unit {\n
val iterator = this.iterator()\n
while (iterator.hasNext()) {\n
iterator.next()\n
iterator.remove()\n
}\n }\n\n @JsName(\"toJSON\")\n open fun toJSON(): Any = this.toArray()\n}\n\n","/*\n * Copyright 20102018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT AbstractList\n *
Copyright 2007 Google Inc.\n*/\n\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of
the [MutableList] interface.\n *\n * @param E the type of elements contained in the list. The list is invariant on its
element type.\n */\npublic actual abstract class AbstractMutableList<E> protected actual constructor() :
AbstractMutableCollection<E>(), MutableList<E> {\n protected var modCount: Int = 0\n\n abstract override fun
add(index: Int, element: E): Unit\n abstract override fun removeAt(index: Int): E\n abstract override fun
set(index: Int, element: E): E\n\n /**\n * Adds the specified element to the end of this list.\n *\n * @return
`true` because the list is always modified as the result of this operation.\n */\n actual override fun add(element:
E): Boolean {\n
add(size, element)\n
return true\n }\n\n actual override fun addAll(index: Int, elements:
Collection<E>): Boolean {\n
var _index = index\n
var changed = false\n
for (e in elements) {\n
add(_index++, e)\n
changed = true\n
}\n
return changed\n }\n\n actual override fun clear() {\n
removeRange(0, size)\n }\n\n actual override fun removeAll(elements: Collection<E>): Boolean = removeAll {
it in elements }\n actual override fun retainAll(elements: Collection<E>): Boolean = removeAll { it !in elements
}\n\n\n actual override fun iterator(): MutableIterator<E> = IteratorImpl()\n\n actual override fun
contains(element: E): Boolean = indexOf(element) >= 0\n\n actual override fun indexOf(element: E): Int {\n
for (index in 0..lastIndex) {\n
if (get(index) == element) {\n
return index\n
}\n
}\n
return -1\n }\n\n actual override fun lastIndexOf(element: E): Int {\n
for (index in lastIndex downTo 0) {\n
if (get(index) == element) {\n
return index\n
}\n
}\n
return -1\n }\n\n actual
override fun listIterator(): MutableListIterator<E> = listIterator(0)\n actual override fun listIterator(index: Int):
MutableListIterator<E> = ListIteratorImpl(index)\n\n\n actual override fun subList(fromIndex: Int, toIndex: Int):
MutableList<E> = SubList(this, fromIndex, toIndex)\n\n /**\n * Removes the range of elements from this list
starting from [fromIndex] and ending with but not including [toIndex].\n */\n protected open fun
removeRange(fromIndex: Int, toIndex: Int) {\n
val iterator = listIterator(fromIndex)\n
repeat(toIndex fromIndex) {\n
iterator.next()\n
iterator.remove()\n
}\n }\n\n /**\n * Compares this list with
another list instance with the ordered structural equality.\n *\n * @return true, if [other] instance is a [List] of
the same size, which contains the same elements in the same order.\n */\n override fun equals(other: Any?):
Boolean {\n
if (other === this) return true\n
if (other !is List<*>) return false\n\n
return
AbstractList.orderedEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this list.\n */\n
override fun hashCode(): Int = AbstractList.orderedHashCode(this)\n\n\n private open inner class IteratorImpl :
MutableIterator<E> {\n
/** the index of the item that will be returned on the next call to [next]`()` */\n
protected var index = 0\n
/** the index of the item that was returned on the previous call to [next]`()`\n
* or
[ListIterator.previous]`()` (for `ListIterator`),\n
* -1 if no such item exists\n
*/\n
protected var last = 1\n\n
override fun hasNext(): Boolean = index < size\n\n
override fun next(): E {\n
if (!hasNext())
throw NoSuchElementException()\n
last = index++\n
return get(last)\n
}\n\n
override fun
remove() {\n
check(last != -1) { \"Call next() or previous() before removing element from the iterator.\" }\n\n
removeAt(last)\n
index = last\n
last = -1\n
}\n }\n\n /**\n * Implementation of

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private inner class ListIteratorImpl(index: Int) : IteratorImpl(), MutableListIterator<E>

    init {
        AbstractList.checkPositionIndex(index, this@AbstractMutableList.size)
        override fun hasPrevious(): Boolean = index > 0
        override fun nextIndex(): Int = index
        override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()
            last = --index
            return get(last)
        }

        override fun previousIndex(): Int = index - 1
        override fun add(element: E) {
            add(index, element)
            index++
            last = -1
        }
    }

    private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {
        private var _size: Int = 0

        init {
            AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
            this._size = toIndex - fromIndex
        }

        override fun add(index: Int, element: E) {
            AbstractList.checkPositionIndex(index, _size)
            list.add(fromIndex + index, element)
            _size++
        }

        override fun get(index: Int): E {
            AbstractList.checkElementIndex(index, _size)
            return list[fromIndex + index]
        }

        override fun removeAt(index: Int): E {
            AbstractList.checkElementIndex(index, _size)
            val result = list.removeAt(fromIndex + index)
            _size--
            return result
        }

        override fun set(index: Int, element: E): E {
            AbstractList.checkElementIndex(index, _size)
            return list.set(fromIndex + index, element)
        }

        override val size: Int get() = _size
    }

    actual override fun clear() {
        entries.clear()
    }

    private var _keys: MutableSet<K>? = null
    actual override val keys: MutableSet<K>
        get() {
            if (_keys == null) {
                _keys = object : AbstractMutableSet<K>() {
                    override fun add(element: K): Boolean = throw
                        UnsupportedOperationException("Add is not supported on keys")
                    override fun clear() {
                        this@AbstractMutableMap.clear()
                    }

                    override operator fun contains(element: K): Boolean = containsKey(element)

                    override fun remove(element: K): Boolean {
                        if (containsKey(element)) {
                            this@AbstractMutableMap.remove(element)
                            return true
                        }
                        return false
                    }

                    override fun values: MutableCollection<V>
                        get() {
                            if (containsKey(element)) {
                                this@AbstractMutableMap.remove(element)
                                return true
                            }
                            return false
                        }
                    override fun entries: AbstractMap.Entry<K, V>
                        get() {
                            return null
                        }
                    override fun remove(element: K): Boolean {
                        if (containsKey(element)) {
                            this@AbstractMutableMap.remove(element)
                            return true
                        }
                        return false
                    }
                    override fun put(key: K, value: V): V? {
                        return null
                    }
                    override fun size: Int get() = _size
                }
            }
            return _keys!!
        }

        actual override fun putAll(from: Map<out K, V>) {
            for ((key, value) in from) {
                put(key, value)
            }
        }

        private var _values: MutableCollection<V>? = null
        actual override val values: MutableCollection<V>
            get() {
                if (_values == null) {
                    _values = object :
AbstractMutableCollection<V>() {
  override fun add(element: V): Boolean = throw

  override fun clear() =
    this@AbstractMutableMap.clear()

  override operator fun contains(element: V): Boolean =
    containsValue(element)

  override operator fun iterator(): MutableIterator<V> {
    val entryIterator = entries.iterator()
    return object : MutableIterator<V> {
      override fun hasNext(): Boolean = entryIterator.hasNext()

      override fun next(): V = entryIterator.next().value

      override fun remove() = entryIterator.remove()
    }

  }

  override val size: Int get() = this@AbstractMutableMap.size

  // TODO: should we implement them this way? Currently it's unspecified in JVM
  override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.orderedEquals(this, other)

  }

  override fun hashCode(): Int =
    AbstractList.orderedHashCode(this)
}

actual override

fun remove(key: K): V? {
  val iter = entries.iterator()
  while (iter.hasNext()) {
    val entry = iter.next()
    val k = entry.key
    if (key == k) {
      val value = entry.value
      iter.remove()
      return value
    }
  }
  return null
}

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package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableSet] interface.
 *
 * @param E the type of elements contained in the set. The set is invariant on its element type.
 */
public actual abstract class AbstractMutableSet<E> internal constructor() : AbstractMutableCollection<E>(), MutableSet<E> {

  /**
   * Compares this set with another set instance with the unordered structural equality.
   *
   * @return `true`, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
   */
  override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Set<*>) return false
    return AbstractSet.orderedEquals(this, other)

  }

  /**
   * Returns the hash code value for this set.
   */
  override fun hashCode(): Int =
    AbstractSet.unorderedHashCode(this)
}

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package kotlin.collections

/**
 * Provides a [MutableList] implementation, which uses a resizable array as its backing storage.
 *
 * This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself. There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the capacity and \"growth increment\" concepts.
 */
public actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) :
  AbstractMutableList<E>(), MutableList<E>, RandomAccess {

  public actual constructor() : this(emptyArray()) {}

  public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

  public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {}

  actual override val size: Int get() = array.size

  @Suppress("UNCHECKED_CAST")
  actual override fun get(index: Int): E =
    array[rangeCheck(index)] as E

  actual override fun set(index: Int, element: E): E {
    rangeCheck(index)

    @Suppress("UNCHECKED_CAST")
    return array[insertionRangeCheck(index)] as E

  }

  actual override fun add(element: E): Boolean =
    array.asDynamic().push(element)

  actual override fun add(index: Int, element: E) {
    array.asDynamic().splice(insertionRangeCheck(index), 0, element)

  }

  actual override fun addAll(elements: Collection<E>): Boolean =
    elements.toTypedArray<Any?>().forEach { array += it }

  actual override fun addAll(index: Int, elements: Collection<E>): Boolean =
    elements.toTypedArray<Any?>().forEach { array += it }

  @Suppress("UNCHECKED_CAST")
  actual override fun get(index: Int): E =
    array[rangeCheck(index)]

  @Suppress("UNCHECKED_CAST")
  actual override fun get(index: Int): E =
    array[rangeCheck(index)]

  @Suppress("UNCHECKED_CAST")
  actual override fun get(index: Int): E =
    array[rangeCheck(index)]
Int, elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    when (index) {
        size -> return
        0 -> array = array.copyOfRange(0, index).asDynamic().concat(elements, array.copyOfRange(index, size))
        else -> array = array.asDynamic().splice(index, 1)[0]
    }
    return true
}
return target
}

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 */

package kotlin.collections

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js
@JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>.contentDeepHashCodeImpl(): Int {
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null -> 0
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()
            element is UByteArray   -> element.contentHashCode()
            element is UShortArray  -> element.contentHashCode()
            element is UIntArray    -> element.contentHashCode()
            element is ULongArray   -> element.contentHashCode()
            else                    -> element.hashCode()
        }
        result = 31 * result + elementHash
    }
    return result
}

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 * license/LICENSE.txt file.
 */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the
     * hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode :
        EqualityComparator {
            override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2

            override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
        }
}
equality.equals(it.value, value) }

    private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? =
        null
    actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
        get() {
        if (_entries == null) {
            _entries = createEntrySet()
        }
        return _entries!!
    }

    protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> =
        EntrySet()

    actual override operator fun get(key: K): V? = internalMap.get(key)

    actual override fun put(key: K, value: V): V? =
        internalMap.put(key, value)

    actual override val size: Int get() = internalMap.size

/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of
 * JS object without hashing them.
 */
actual fun stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
        putAll(pairs)
    }
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
actual fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply {
        addAll(elements)
    }
}

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 */
/*
 * Based on GWT InternalHashCodeMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) :
    InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode =
            equality.getHashCode(key)
        val chainOrEntry =
            getChainOrEntryOrNull(hashCode)
        if (chainOrEntry == null) {
            // This is a new chain, put it to the map.
            backingMap[hashCode] = SimpleEntry(key, value)
        } else {
            if (chainOrEntry is Array<*>) {
                val entry:
SimpleEntry<K, V> = chainOrEntry
    if (equality.equals(entry.key, key))
        return entry.setValue(value)
    else
        backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
        size++
        return null
    else
        // Chain already exists, perhaps key also exists.
        val chain: Array<MutableEntry<K, V>> = chainOrEntry
        val entry = chain.findEntryInChain(key)
        if (entry != null)
            return entry.setValue(value)
        else
            backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
            size++
            return null
    }

// structureChanged(host)
return null

val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
if (chainOrEntry !is Array<*>) {
    val entry: MutableEntry<K, V> = chainOrEntry
    if (equality.equals(entry.key, key))
        jsDeleteProperty(backingMap, hashCode)
        size--
        return entry.value
    else
        return null
}
else
    val chain: Array<MutableEntry<K, V>> = chainOrEntry
    for (index in chain.indices)
        if (equality.equals(key, entry.key))
            jsDeleteProperty(backingMap, hashCode)
        val chain[index] = entry
        size--
        return null
    val chain = chainOrEntry
    return null
}

chain.asDynamic().push(SimpleEntry(key, value))
size++
// structureChanged(host)
return null
val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
if (chainOrEntry !is Array<*>) {
    val entry: MutableEntry<K, V> = chainOrEntry
    if (equality.equals(entry.key, key))
        return entry.setValue(value)
    else
        backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
        size++
        return null
    }
else
    val chain: Array<MutableEntry<K, V>> = chainOrEntry
    return null
    }

chain.asDynamic().splice(index, 1)
size--
// structureChanged(host)
    return entry.value
    else
        return null
    }

// override fun clear()
    backingMap = createJsMap()
    size = 0

// override fun contains(key: K):
    return getEntry(key) != null

// override fun get(key: K): V? = getEntry(key)?.value

// private fun getEntry(key: K): MutableEntry<K, V>? {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
    if (chainOrEntry !is Array<*>) {
        val entry: MutableEntry<K, V> = chainOrEntry
        if (equality.equals(entry.key, key))
            return entry
        else
            return null
    } else {
        val chain: Array<MutableEntry<K, V>> = chainOrEntry
        return chain.findEntryInChain(key)
    }

// Array<MutableEntry<K, V>>.findEntryInChain(key: K):
    return firstOrNull { entry ->
        equality.equals(entry.key, key) }

// override fun iterator():
    return object : MutableIterator<MutableEntry<K, V>> {
        var state = -1 // -1 not ready, 0 - ready, 1 - done
        var chainOrEntry: dynamic = null
        var isChain = false
        var itemIndex = -1
        var lastEntry: MutableEntry<K, V>? = null

        private fun computeNext(): Int {
            if (chainOrEntry != null && isChain) {
                val chainSize = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
                if (++itemIndex < chainSize)
                    return 0
            }

            if (++keyIndex < keys.size)
                chainOrEntry = backingMap[keys[keyIndex]].unsafeCast<Array<MutableEntry<K, V>>>()
            else
                chainOrEntry = null
            itemIndex = 0
            return 0
        }

        override fun hasNext(): Boolean {
            if (state == -1)
                state = computeNext()
            return state == 0
        }

        override fun next(): MutableEntry<K, V> {
            if (!hasNext()) throw NoSuchElementException()
            val lastEntry = if (isChain) {
                chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
            } else {
                chainOrEntry.unsafeCast<MutableEntry<K, V>>()
            }
            this.lastEntry = lastEntry
            state = -1
            return lastEntry
        }

        override fun remove() {
            checkNotNull(lastEntry)
            this@InternalHashCodeMap.remove(lastEntry!!.key)
            lastEntry = null
            return
        }

    }

// private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
    return backingMap[hashCode]
}

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 */

package kotlin.collections

/**
 * The common interface of InternalStringMap and InternalHashCodeMap.
 */
internal interface InternalMap<K, V> :
MutableIterable<MutableMap.MutableEntry<K, V>> {
    val equality: EqualityComparator
    val size: Int

    operator fun contains(key: K): Boolean
    operator fun get(key: K): V?

    fun put(key: K, value: V): V?
    fun remove(key: K): V?
    fun clear(): Unit

    fun createJsMap(): dynamic {
        val result = js("Object.create(null)")
        // force to switch object representation to dictionary mode
        result["foo"] = 1
        jsDeleteProperty(result, "foo")
        return result
    }
}

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with K=String, the K type is not fixed to String statically,
 * because we want to have it erased to Any? in order not to generate type-safe override bridges for
 * [get], [contains], [remove] etc, if they ever are generated.
 */
class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        return if (value !== undefined) value.unsafeCast<V>() else null
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue === undefined) {
            size++
            return null
        } else {
            return oldValue.unsafeCast<V>()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            jsDeleteProperty(backingMap, key)
            size--
            return value.unsafeCast<V>()
        } else {
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object : MutableIterator<MutableEntry<K, V>> {
            private val keys: Array<String> = js("Object").keys(backingMap)
            private val iterator = keys.iterator()
            private var lastKey: String? = null

            override fun hasNext(): Boolean = iterator.hasNext()

            override fun next(): MutableEntry<K, V> {
                val key = iterator.next()
                lastKey = key
                @Suppress("UNCHECKED_CAST")
                return newMapEntry(key as K)
            }

            override fun remove() {
                @Suppress("UNCHECKED_CAST")
                this@InternalStringMap.remove(checkNotNull(lastKey) as K)
            }
        }
    }

    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()
        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
    }
}

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underlying hash map so we can find\n * the eldest entry. The alternative would have been to modify HashMap so
 more\n * of the code was directly usable here, but this would have added some
 * overhead to HashMap, or to
 reimplementation most of the HashMap code here within small modifications. Paying a small storage cost only if
 you use\n * LinkedHashMap and minimizing code size seemed like a better tradeoff\n * in private class
 ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {\n \n \n \n \n \n }\n \n \n } under internal var next: ChainEntry<K, V>? = null\n \n \n \n }\n \n \n } \n \n \n } internal class EntryIterator : MutatableIterator<MutableEntry<K, V>> {\n \n \n \n }\n \n \n } \n \n \n } override fun clear() {\n \n super.clear() \n \n \n \n \n }\n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n } \n \n \n }\n
}
override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

    actual override fun get(key: K): V? = map.get(key)

    actual override fun containsKey(key: K): Boolean {
        var node: ChainEntry<K, V> = head
        while (node != null) {
            if (node.key == key) {
                return true
            }
            node = node.next
        }
        return false
    }

    actual override fun containsValue(value: V): Boolean {
        var node: ChainEntry<K, V> = head
        do {
            if (node.value == value) {
                return true
            }
            node = node.next
        } while (node != head)
        return false
    }

    override fun createEntrySet(): Collection<MutableMap.MutableEntry<K, V>> = EntrySet()

    actual override operator fun get(key: K): V? = map.get(key)
String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog

    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message +"")
        buffer += String(message)
    }

    override fun println() {
        console.log("")
    }

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message) val i = s.lastIndexOf('"
') if (i > 0) {
            buffer += s.substring(0, i)
            println(s.substring(i + 1))
            buffer += s
        }
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions &&
    !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else
        BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String =
    js("String")(value)

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    internal actual fun getOrThrow(): Any? {
    if (result === UNDECIDED) {
        result = COROUTINE_SUSPENDED
    return COROUTINE_SUSPENDED
            val result = this.result
        return when {
            result === RESUMED
        delegate.resumeWith(result)
        }
    else -> throw
    throw
    }

    return COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED
    upstream
    result is Result.Failure -> throw result.exception
    else -> result // either
}

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)

    public constructor(dateString: String)

    public constructor(year: Int, month: Int)

    public constructor(year: Int, month: Int, day: Int)

    public
return true

} return false

```kotlin
/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
@JvmMultifileClass
@JvmName("StringsKt")
package kotlin

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
public fun Element.removeClass(vararg cssClasses: String): Boolean {
    return cssClasses.any { hasClass(it) }
}

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element
 */
public fun Element.removeClass(vararg cssClasses: String): Boolean {
    val toBeRemoved = cssClasses.toSet().filter { it !in toBeRemoved }.map { toClass(it) }
    className = className.trim().split(\\s+\+.toRegex()).filter { it !in toBeRemoved }.joinToString(\\")
    return true
}

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else -> append(element.toString())
    }
}
```

---

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 */

`@file:kotlin.jvm.JvmMultifileClass`
`@file:kotlin.jvm.JvmName("StringsKt")`
```
/*
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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin

/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
public fun Element.removeClass(vararg cssClasses: String): Boolean {
    return cssClasses.any { hasClass(it) }
}

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element
 */
public fun Element.removeClass(vararg cssClasses: String): Boolean {
    val toBeRemoved = cssClasses.toSet().filter { it !in toBeRemoved }.map { toClass(it) }
    className = className.trim().split(\\s+\+.toRegex()).filter { it !in toBeRemoved }.joinToString(\\")
    return true
}

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else -> append(element.toString())
    }
}
```

---

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 */

package org.w3c.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

```java
/*
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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}
```

---

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 */

package org.w3c.dom

public
external interface ItemArrayLike<T> {
    val length: Int
    fun item(index: Int): T
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
operator fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]"
    }
}
element to get its key. A [Grouping] structure serves as an intermediate step in group-and-fold operations:

* they group elements by their keys and then fold each group with some aggregating operation.

* It is created by attaching `keySelector: (T) -> K` function to a source of elements.

* To get an instance of [Grouping] use one of `groupingBy` extension functions:

  * `- [Iterable.groupingBy]`
  * `- [Sequence.groupingBy]`

  * `- [Array.groupingBy]`
  * `- [CharSequence.groupingBy]`

* For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.

```kotlin
/**
 * @param operation function is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first `element` encountered in the group.
 * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadix
 */
@SinceKotlin("1.1")
public inline fun <T, K, R>
    Grouping<T, K>.aggregate(
        operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
    ): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}
```

```kotlin
/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation function is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being aggregated;
 *  - `first`: indicates whether it's the first `element` encountered in the group.
 * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadixTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key] as?
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}
```

```kotlin
/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST") aggregate { key, acc, e -> operation(key, if (first)
        initialValueSelector(key, e) else acc as R, e) }
```

---

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current element as arguments,\n* and stores the results in the given [destination] map.\n* An initial value of accumulator is provided by [initialValueSelector] function.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group;\n* - 'element': the first element being encountered in that group.\n* If the [destination] map already has a value corresponding to some key, that value is used as an initial value of the accumulator for that group and the [initialValueSelector] function is not called for that group.\n* - 'accumulator': the current value of the accumulator of the group.\n* - 'element': the element from the source being accumulated.\n* @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* It's invoked with parameters:\n* - 'key': the key of the group this element belongs to;\n* - 'element': the element from the source being accumulated.\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.
sequentially starting from the second element of the group.\n
* passing the previously accumulated value and the current element as arguments;\n
* and stores the results in the given \[destination\] map.\n
* An initial value of accumulator is the first element of the group.\n
* If the \[destination\] map already has a value corresponding to the key of some group,\n
* that value is used as an initial value of the accumulator for that group and the first element of that group is also not subjected to the \[operation\].\n
* @param \[operation\] a function that is invoked on each subsequent element of the group with the following parameters: \n
*  - \[key\] \n
*  - \[accumulator\]: the element from the source being folded; \n
*  - \[element\].\n
* \n
* @return the \[destination\] map associating the key of each group with the result of accumulating the group elements.\n
* \n
* @sample samples.collections.Grouping.reduceByMaxVowelsTo\n
* @SinceKotlin("1.1")\n
* public inline fun <S, T : K, M : MutableMap<K, S>> Grouping<T, K>.reduceTo(\n
*    destination: M,\n
*    operation: (key: K, accumulator: S, element: T) -> S)\n
* @Suppress("UNCHECKED_CAST")\n
*    if (first) e else operation(key, acc as S, e)\n
* \n
* Groups elements from the \[Grouping\] source by key and counts elements in each group to the given \[destination\] map.\n
* \n
* @param \[valueSelector\] function for elements in each group.\n
* \n
* @return the \[destination\] map associating the key of each group with the sum of elements in the group.\n
* @sample samples.collections.Grouping.groupingByEachCount\n
* @SinceKotlin("1.1")\n
* public fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =

* \n
* Groups elements from the \[Grouping\] source by key and sums values provided by the \[valueSelector\] function for elements in each group.\n
* \n
* @return the \[destination\] map associating the key of each group with the sum of elements in the group.\n
* @sample samples.collections.Grouping.groupingByEachSumOf\n
* @SinceKotlin("1.1")\n
* public inline fun <T, K, M :.MutableMap<K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =

* \n
* Groups elements from the \[Grouping\] source by key and sums values provided by the \[valueSelector\] function for elements in each group.\n
* \n
* @return the \[destination\] map associating the key of each group with the sum of elements in the group.\n
* @sample samples.collections.Grouping.groupingByEachDoubleSumOf\n
* @SinceKotlin("1.1")\n
* public inline fun <T, K, M :MutableMap<K, Double>> Grouping<T, K>.eachDoubleSumOfTo(destination: M, valueSelector: (T) -> Double): M =

* \n
* \n
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* Exposes the JavaScript \[Math object\](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Math) to Kotlin.\n
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* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
atan2(y: Double, x: Double): Double
    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("\"cos\"(value)\", \"kotlin.math.cos\"), level = DeprecationLevel.ERROR)\n    public fun cos(value: Double): Double
    @Deprecated("Use kotlin.math.sin instead.\", ReplaceWith("\"sin\"(value)\", \"kotlin.math.sin\"), level = DeprecationLevel.ERROR)\n    public fun sin(value: Double): Double
    @Deprecated("Use kotlin.math.exp instead.\", ReplaceWith("\"exp\"(value)\", \"kotlin.math.exp\"), level = DeprecationLevel.ERROR)\n    public fun exp(value: Double): Double
    @Deprecated("Use kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int\n    @Deprecated("Use kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float\n    @Deprecated("Use kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double
    @Deprecated("Use kotlin.math.min instead.", ReplaceWith("\"min\"(value)\", \"kotlin.math.min\"), level = DeprecationLevel.ERROR)
    public fun min(vararg values: Int): Int
    @Deprecated("Use kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float
    @Deprecated("Use kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double
    @Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("\"sqrt\"(value)\", \"kotlin.math.sqrt\"), level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double
    @Deprecated("Use kotlin.math.tan instead.", ReplaceWith("\"tan\"(value)\", \"kotlin.math.tan\"), level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double
    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("\"ln\"(value)\", \"kotlin.math.ln\"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("\"\"base\".pow(exp)\", \"kotlin.math.pow\"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double
    @Deprecated("Use kotlin.math.round instead.", ReplaceWith("\"round\"(value)\", \"kotlin.math.round\"), level = DeprecationLevel.ERROR)
    public fun round(value: Number): Int
    @Deprecated("Use kotlin.math.floor instead.", ReplaceWith("\"floor\"(value)\", \"kotlin.math.floor\"), level = DeprecationLevel.ERROR)
    public fun floor(value: Number): Int
    @Deprecated("Use kotlin.math.ceil instead.", ReplaceWith("\"ceil\"(value)\", \"kotlin.math.ceil\"), level = DeprecationLevel.ERROR)
    public fun ceil(value: Number): Int

    @PublishedApi
    internal fun trunc(value: Number): Double
    @PublishedApi
    internal fun sign(value: Number): Double

    @PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun expm1(value: Double): Double
    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("\"min\"(a, b)\", \"kotlin.math.min\"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("\"max\"(a, b)\", \"kotlin.math.max\"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b

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 * LICENSE.txt file.
 * @package kotlin.js
 * **/
of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].

```kotlin
fun test(j: Json, p: String, newValue: Any) {
    j["prop"] = 1
    j.set(p, newValue)
}
```

The following code:

```kotlin
fun test(j: Json, p: String, newValue: Any) {
    j["prop"] = 1
    j[p] = newValue
}
```

will be generated:

```js
function test(j, p, newValue) {
    j["prop"] = 1;
    j[p] = newValue;
}
```

### Public Functions

- `public fun json(vararg pairs: Pair<String, Any?>): Json`:

```kotlin
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}
```

- `public fun Json.add(other: Json): Json`:

```kotlin
public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        if (other.asDynamic().hasOwnProperty(key)) {
            this[key] = other[key];
        }
    }
    return this
}
```

### External Objects

- `public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String
    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
}
```

---

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`sinh(NaN)` is `NaN`  
- `sinh(+Inf)` is `+Inf`  
- `sinh(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = 
nativeMath.sinh(x)

/**
 * Computes the hyperbolic cosine of the value [x].\n * Special cases:\n * - `cosh(NaN)` is `NaN`  
- `cosh(+Inf)` is `+Inf`  
- `cosh(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/**
 * Computes the hyperbolic tangent of the value [x].\n * Special cases:\n * - `tanh(NaN)` is `NaN`  
- `tanh(+Inf)` is `1.0`  
- `tanh(-Inf)` is `-1.0`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/**
 * Computes the inverse hyperbolic sine of the value [x].\n * Special cases:\n * - `asinh(NaN)` is `NaN`  
- `asinh(+Inf)` is `+Inf`  
- `asinh(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = 
nativeMath.asinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value [x].\n * Special cases:\n * - `acosh(NaN)` is `NaN`  
- `acosh(x)` is `NaN` when `x < 1`  
- `acosh(+Inf)` is `+Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = 
nativeMath.acosh(x)

/**
 * Computes the inverse hyperbolic tangent of the value [x].\n * Special cases:\n * - `tanh(NaN)` is `NaN`  
- `tanh(x)` is `NaN` when `x > 1` or `x < -1`  
- `tanh(1.0)` is `1.0`  
- `tanh(-1.0)` is `-1.0`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = 
nativeMath.atanh(x)

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite  
- returns `NaN` if any of arguments is `NaN`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = 
nativeMath.hypot(x, y)

/**
 * Computes the positive square root of the value [x].\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sqrt(x: Double): Double = 
nativeMath.sqrt(x)

/**
 * Computes Euler's number `e` raised to the power of the value [x].\n * Special cases:\n * - `exp(NaN)` is `NaN`  
- `exp(+Inf)` is `+Inf`  
- `exp(-Inf)` is `0.0`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Double): Double = 
nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`.
 * Special cases:\n * - `expm1(NaN)` is `NaN`  
- `expm1(+Inf)` is `+Inf`  
- `expm1(-Inf)` is `-1.0`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double = 
nativeMath.expm1(x)

/**
 * Computes the natural logarithm (base `E`) of the value [x].\n * Special cases:\n * - `ln(NaN)` is `NaN`  
- `ln(x)` is `NaN` when `x > 0`  
- `ln(+Inf)` is `+Inf`  
- `ln(0.0)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Double): Double = 
nativeMath.log(x)

/**
 * Computes the common logarithm (base 10) of the value [x].\n * Special cases:\n * - `log10(NaN)` is `NaN`  
- `log10(x)` is `NaN` when `x < 0`  
- `log10(+Inf)` is `+Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double = 
nativeMath.log10(x)

/**
 * Computes the binary logarithm (base 2) of the value [x].\n * Special cases:\n * - `log2(NaN)` is `NaN`  
- `log2(x)` is `NaN` when `x < 0`  
- `log2(+Inf)` is `+Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double = 
nativeMath.log2(x)

/**
 * Computes `ln1p(x)`.
 * Special cases:\n * - `ln1p(NaN)` is `NaN`  
- `ln1p(x)` is `NaN` when `x < -1`  
- `ln1p(+Inf)` is `+Inf`  
- `ln1p(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Double): Double = 
nativeMath.log1p(x)

/**
 * Rounds the given value [x] to an integer towards positive infinity.\n * Special cases:\n * - `round(x)` is `NaN` when `x \neq round(x)`  
- `round(NaN)` is `NaN`  
- `round(-Inf)` is `-Inf`  
- `round(+Inf)` is `+Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun round(x: Double): Double = 
nativeMath.round(x)

/**
 * Returns the smallest integer that is greater than or equal to the given value [x] and is a mathematical integer.\n * Special cases:\n * - `ceil(NaN)` is `NaN`  
- `ceil(x)` is `NaN` when `x < 0`  
- `ceil(+Inf)` is `+Inf`  
- `ceil(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Double): Double = 
nativeMath.ceil(x)

/**
 * Returns the largest integer that is less than or equal to the given value [x] and is a mathematical integer.\n * Special cases:\n * - `floor(NaN)` is `NaN`  
- `floor(x)` is `NaN` when `x > 0`  
- `floor(+Inf)` is `+Inf`  
- `floor(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double = 
nativeMath.floor(x)

/**
 * Returns the nearest integer to the given value [x].\n * Special cases:\n * - `nearest(NaN)` is `NaN`  
- `nearest(x)` is `NaN` when `x \neq nearest(x)`  
- `nearest(+Inf)` is `+Inf`  
- `nearest(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun nearest(x: Double): Double = 
nativeMath.nearest(x)

/**
 * Returns the smallest integer that is greater than the given value [x] and is a mathematical integer.\n * Special cases:\n * - `trunc(NaN)` is `NaN`  
- `trunc(x)` is `NaN` when `x \neq trunc(x)`  
- `trunc(+Inf)` is `+Inf`  
- `trunc(-Inf)` is `-Inf`  

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun trunc(x: Double): Double = 
nativeMath.trunc(x)
Special cases:

- `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

Rounds the given value `x` to an integer towards negative infinity.

- `return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.`

- `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

- `abs(NaN)` is `NaN`

- `sign(NaN)` is `NaN`
Double.NEGATIVE_INFINITY -> this\n this == 0.0 -> -Double.MIN_VALUE\n else ->
Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n
Double.nextTowards(to: Double): Double = when (\n  this == NaN() || to.isNaN()) -> Double.NaN\n  to == this -> this\n  to > this -> this.nextUp()\n  to < this -> this.nextDown()\n\n/**
 * Returns the [Double] value nearest to this
 * value in direction from this value towards the value [to].\n \n * Special cases:\n * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n * - `x.nextTowards(x) == x`\n
\n/**
 * Returns the [Double] value nearest to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `round(x)` is `NaN` if `x` is `NaN`\n
\n/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `round(x)` is `NaN` if `x` is `NaN`\n
\n/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / x`.\n * The returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n
\n/**
 * Computes the sine of the angle [x] given in radians.\n * Special cases:\n * - `sin(NaN)` is `NaN`\n
\n/**
 * Computes the cosine of the angle [x] given in radians.\n * Special cases:\n * - `cos(NaN)` is `NaN`\n
\n/**
 * Computes the tangent of the angle [x] given in radians.\n * Special cases:\n * - `tan(NaN)` is `NaN`\n
\n/**
 * Computes the arc sine of the value [x] given in radians.\n * Special cases:\n * - `asin(NaN)` is `NaN`\n
\n/**
 * Computes the arc cosine of the value [x] given in radians.\n * Special cases:\n * - `acos(NaN)` is `NaN`\n
\n/**
 * Computes the arc tangent of the value [x] given in radians.\n * Special cases:\n * - `atan(NaN)` is `NaN`\n
\n/
nativeMath.sinh(x.toDouble()).toFloat()\n
### Open Source Used In DNAC Platform Antelope 4030

** `Math.sinh(x)`**: Computes the hyperbolic sine of the value \(x\).

** `Math.cosh(x)`**: Computes the hyperbolic cosine of the value \(x\).

** `Math.tanh(x)`**: Computes the hyperbolic tangent of the value \(x\).

** `Math.asinh(x)`**: Computes the inverse hyperbolic sine of the value \(x\).

** `Math.acosh(x)`**: Computes the inverse hyperbolic cosine of the value \(x\).

** `Math.atanh(x)`**: Computes the inverse hyperbolic tangent of the value \(x\).

** `Math.hypot(x, y)`**: Computes \(\sqrt{x^2 + y^2}\) without intermediate overflow or underflow.

** `Math.sqrt(x)`**: Computes the positive square root of the value \(x\).

** `Math.exp(x)`**: Computes \(e^x\), where \(e\) is Euler's number.

** `Math.log(x, base)`**: Computes the logarithm of the value \(x\) to the given \(base\).

** `Math.log10(x)`**: Computes the common logarithm (base 10) of the value \(x\).

** `Math.log2(x)`**: Computes the binary logarithm (base 2) of the value \(x\).

** `Math.log1p(x)`**: Computes \(\ln(1 + x)\) for values of \(x\) near zero.
infinity.

* @return the smallest Float value that is greater than or equal to the given value \([x]\) and is a
mathematical integer.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards negative
infinity.

* @return the largest Float value that is smaller than or equal to the given value \([x]\) and is an
integer.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards zero.

* @return the value \([x]\) having its fractional part truncated.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) towards the closest integer with ties rounded towards even integer.

* @return the closest integer with ties rounded towards even integer.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun round(x: Float): Float =
round(x.toDouble()).toFloat()

/**
 * Returns the absolute value of the given value \([x]\).

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun abs(x: Float): Float =
nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value \([x]\):
 *  - `-1.0` if the value is negative,
 *  - `0.0` if the value is zero,
 *  - `1.0` if the value is positive

* @return the sign of the value \([x]\).

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun sign(x: Float): Float =
nativeMath.sign(x.toDouble()).toFloat()

/**
 * Returns the smaller of two values.

* @return the smaller of two values.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun min(a: Float, b: Float): Float =
nativeMath.min(a, b)

/**
 * Returns the greater of two values.

* @return the greater of two values.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun max(a: Float, b: Float): Float =
nativeMath.max(a, b)

// extensions

/**
 * Raises this value to the power \([x]\).  

* Special cases:
*  - `b.pow(0.0)` is `1.0`
*  - `b.pow(1.0) == b`
*  - `b.pow(NaN)` is `NaN`
*  - `b.pow(x)` is `NaN` for `x` is `NaN`
*  - `NaN.pow(x)` is `NaN` for `x` is `NaN`
*  - `NaN.pow(x)` is `NaN` for `x` is finite and not an integer
*  - `NaN.pow(x)` is `NaN` for `x` is `NaN`
*  - `NaN.pow(x)` is `NaN` for `x` is finite and not an integer

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float.pow(x: Float): Float =
nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()

/**
 * Raises this value to the integer power \([n]\).

* See the other overload of [pow] for details.

* @return the integer power \([n]\).

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float.pow(n: Int): Float =
nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()

/**
 * Returns the absolute value of this value.

* Special cases:
*  - `-1.0` if the value is negative,
*  - `-0.0` if the value is zero,
*  - `1.0` if the value is positive

* @return the absolute value of this value.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float абсолютValue: Float get() =
nativeMath.abs(this.toDouble()).toFloat()

/**
 * Returns the sign bit same as of the [sign] value.

* If [sign] is `NaN` the sign of the result is undefined.

* @return the sign bit same as of the [sign] value.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float.withSign(sign: Float): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Returns the sign bit same as of the [sign] value.

* If [sign] is `NaN` the sign of the result is undefined.

* @return the sign bit same as of the [sign] value.

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float.withSign(sign: Int): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this [Float] value to the nearest integer and
converts the result to [Int].

* Ties are rounded towards positive infinity.

* @return the nearest integer and converts the result to [Int].

* @since Kotlin("1.2")
* @inlineOnly
public actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt().toDouble().roundToLong() ==

```kotlin

```
Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n - `x.roundToLong()` \n
  @SinceKotlin("1.2")\n  @InlineOnly
  public actual inline fun Float.roundToLong(): Long = 

toDouble().roundToLong()\

@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun Float.roundToLong(): Long = 

toDouble().roundToLong()\

/**
 * Returns the absolute value of the given value 

 * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
 * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow
 * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 */
@SinceKotlin("1.2")
public actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of
 * this `Int` number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of set bits in the binary representation of this `Int` number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

*/
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl (Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count
 */
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count
 */
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else ->
            high.countLeadingZeroBits() + low.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number.
 */
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(0, high.takeHighestOneBit())
        else -> Long(high, Long.valueOf(0))
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.
 */
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else ->
            Long(low, Long.valueOf(0))
    }

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */
public actual fun Long.rotateLeft(bitCount: Int): Long =
    when (val high = this.high) {
        0 -> Long(0, high.rotateLeft(bitCount))
        else ->
            Long(high, Long.valueOf(0))
    }

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */
public actual fun Long.rotateRight(bitCount: Int): Long =
    when (val low = this.low) {
        0 -> Long(0, high.rotateRight(bitCount))
        else ->
            Long(low, Long.valueOf(0))
    }

Authors: Antelope 4033
fun Long.rotateLeft(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {
        // Rotate by multiple of 64
        val low = this.low
        val high = this.high
        val newLow = low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(high, low)
    } else {
        return if ((bitCount and 32) == 0) this else Long(high, low)
    }
}

fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

package kotlin.js

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

package kotlin

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be
 * passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("T::class.js"), level = DeprecationLevel.ERROR)
external fun <T : Any> jsClass(): JsClass<T>

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("this::class.js"), level = DeprecationLevel.ERROR)
val <T : Any> T.jsClass: JsClass<T>
    get() = when (jsTypeOf(this)) {
        "string" -> js("String")
        "number" -> js("Number")
        "boolean" -> js("Boolean")
        else -> js("Object").getPrototypeOf(this).constructor
    }

/**
 * Obtains a constructor reference for the given `KClass`
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jsClass

val <T : Any> KClassImpl<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jsClass
Any> JsClass<T>.kotlin: KClass<T>`

    get() = getKClass(this) /* Copyright 2010-2018 JetBrains s.r.o.
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    that can be found in the license/LICENSE.txt file. */

import kotlin.reflect.*

package internal

import

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation>
        get() = TODO()
    override val constructors:
        Collection<KFunction<T>>
        get() = TODO()
    override val isAbstract: Boolean
        get() = TODO()
    override val isCompanion: Boolean
        get() = TODO()
    override val isData: Boolean
        get() = TODO()
    override val isFinal: Boolean
        get() = TODO()
    override val isInner: Boolean
        get() = TODO()
    override val isOpen: Boolean
        get() = TODO()
    override val isSealed: Boolean
        get() = TODO()
    override val members: Collection<KCallable<*>>
        get() = TODO()
    override val nestedClasses:
        Collection<KClass<*>>
        get() = TODO()
    override val objectInstance: T?
        get() = TODO()
    override val qualifiedName: String?
        get() = TODO()
    override val supertypes: List<KType>
        get() = TODO()
    override val typeParameters: List<KTypeParameter>
        get() = TODO()
    override val sealedSubclasses: List<KClass<out T>>
        get() = TODO()
    override val visibility: KVisibility?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*> && jClass ==
    }

    // TODO: use FQN
    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun toString(): String {
        // TODO: use FQN
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun
        isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class

PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val
        isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean
        {
            if (other !is PrimitiveKClassImpl<*>) return false
            return super.equals(other) && givenSimpleName
            == other.givenSimpleName
        }

    override val simpleName: String? get() = givenSimpleName

    override
        fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object

NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass:
        JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

@file:Suppress("Unsupported")

import

@JsName("createKType")
internal fun createKType(
    classifier: KClassifier,
    arguments: Array<KTypeProjection>,
    isMarkedNullable: Boolean
) =

    KTypeImpl(classifier, arguments.asList(), isMarkedNullable)

@JsName("createDynamicKType")
internal fun

    createDynamicKType(): KType = DynamicKType

@JsName("markKTypeNullable")
internal fun

    markKTypeNullable(kType: KType) = KTypeImpl(kType.classifier!!, kType.arguments,

    true)

@JsName("createKTypeParameter")
internal fun createKTypeParameter(
    name: String,

    upperBounds: Array<KType>,

    variance: String
): KTypeParameter {
    val kVariance = when (variance) {
        "in" -> KVariance.IN
        "out" -> KVariance.OUT
        else -> KVariance.INVARIANT
    }

    return

    KTypeParameterImpl(name, upperBounds.asList(), kVariance,

    false)
}

@file:Suppress("UnstableApiUsage")

public

Kotlin

createContravariantKTypeProjection(type: KType) =
KTypeProjection.\\n
KTypeProjection.\\ns\\n
override val classifier: KClassifier,\\n
override val arguments: List<KTypeProjection>,\\n
override fun hashCode(): Int =

(\\n classifier.hashCode() * 31 + arguments.hashCode() * 31 +

isMarkedNullable.hashCode().\\n
override fun toString(): String =
\\n val classifierName = when (\\n kClass && kClass.simpleName != null -> kClass.simpleName\\n else -> "(non-denotable type)"

val arguments = when (arguments.isEmpty() -> ""
else arguments.joinToString("", ",", ",">") { it.asString() }

val nullable = if (isMarkedNullable) "?" else ""

// TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
private fun KTypeProjection.asString(): String {
    if (variance == null) return "*"
    return variance.prefixString() +
    type.toString()
}

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean)

    override fun get() =
        emptyList() // KClass && other is KTypeImpl &&
        val classifier = other.classifier &&
        arguments = other.arguments &&
        isMarkedNullable = other.isMarkedNullable

override fun hashCode(): Int =
    (classifier.hashCode() * 31 + arguments.hashCode() * 31 +

isMarkedNullable.hashCode().\\n
override fun toString(): String =
\\n val classifierName = when (\\n kClass && kClass.simpleName != null -> kClass.simpleName\\n else -> "(non-denotable type)"

val arguments = when (arguments.isEmpty() -> ""
else arguments.joinToString("", ",", ",">") { it.asString() }

val nullable = if (isMarkedNullable) "?" else ""

// TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
private fun KTypeProjection.asString(): String {
    if (variance == null) return "*"
    return variance.prefixString() +
    type.toString()
}

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean)

    override fun get() =
        emptyList() // KClass && other is KTypeImpl &&
        val classifier = other.classifier &&
        arguments = other.arguments &&
        isMarkedNullable = other.isMarkedNullable

override fun hashCode(): Int =
    (classifier.hashCode() * 31 + arguments.hashCode() * 31 +

isMarkedNullable.hashCode().\\n
override fun toString(): String =
\\n val classifierName = when (\\n kClass && kClass.simpleName != null -> kClass.simpleName\\n else -> "(non-denotable type)"

val arguments = when (arguments.isEmpty() -> ""
else arguments.joinToString("", ",", ",">") { it.asString() }

val nullable = if (isMarkedNullable) "?" else ""

// TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
private fun KTypeProjection.asString(): String {
    if (variance == null) return "*"
    return variance.prefixString() +
    type.toString()
// a package is omitted to get declarations directly under the module

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> =
    when (jsTypeOf(jClass)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(jClass, 0).asDynamic() === jClass)
            PrimitiveClasses.intClass
        else
            PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" -> PrimitiveClasses.functionClass(jClass.asDynamic().length)
        else -> {
            when {
                jClass is BooleanArray -> PrimitiveClasses.booleanArrayClass
                jClass is CharArray -> PrimitiveClasses.charArrayClass
                jClass is ByteArray -> PrimitiveClasses.byteArrayClass
                jClass is ShortArray -> PrimitiveClasses.shortArrayClass
                jClass is IntArray -> PrimitiveClasses.intArrayClass
                jClass is LongArray -> PrimitiveClasses.longArrayClass
                jClass is FloatArray -> PrimitiveClasses.floatArrayClass
                jClass is DoubleArray -> PrimitiveClasses.doubleArrayClass
                jClass is KClass<*> -> jClass
                jClass is Array<*> -> PrimitiveClasses.arrayClass
                else -> {
                    val constructor = js("Object").getPrototypeOf(jClass).constructor
                    when {
                        constructor === js("Object") -> PrimitiveClasses.anyClass
                        constructor === js("Error") -> PrimitiveClasses.throwableClass
                        else -> {
                            val jsClass: JsClass<T> = constructor
                            getOrCreateKClass(jsClass)
                        }
                    }
                }
            }
        }
    }.unsafeCast<KClass<T>>()

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

/*
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 */

package kotlin.js

/**
 * Exposes the JavaScript RegExp
 */

```kotlin
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? =
    definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular
     * expressions that specifies the index at which to start the next match.
     * @public var lastIndex: Int
     * @public val global: Boolean
     * @public val ignoreCase: Boolean
     * @public val multiline: Boolean
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning
 * of the input string.
 * @public fun RegExp.reset() {
 *    lastIndex = 0
 *}
 */

// TODO: Inherit from array or introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if
 * the [index] parameter is 0, or the text matched by the capturing parenthesis
 * at the given index.
 */
public inline

/**
 * Converts the result of
 * [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
 * element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()

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 */

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence

    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}

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 * found in the license/LICENSE.txt file.
 */

package kotlin.text

// actually \s is enough to match all whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests
public actual fun Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]"")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char = js("String.fromCharCode")(toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char = js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns `true` if the contents of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatException(this)
```
number and returns the result.
@throws NumberFormatException if the string is not a valid representation of a number.
@throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.

Parses the string as an [Int] number and returns the result.
@throws NumberFormatException if the string is not a valid representation of a number.

Parses the string as an [Int] number and returns the result.
@throws NumberFormatException if the string is not a valid representation of a number.

Parses the string as a [Double] number and returns the result.
@throws NumberFormatException if the string is not a valid representation of a number.

Parses the string as a [Double] number and returns the result.
@throws NumberFormatException if the string is not a valid representation of a number.

Parses the string as a [Byte] value in the specified [radix].
@throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

@SinceKotlin("1.2")
public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

@SinceKotlin("1.2")
public actual fun Short.toString(radix: Int): String = this.toInt().toString(radix)

public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

digitOf(char: Char, radix: Int): Int {
    when {
        char >= '0' && char <= '9' -> char - '0'
        char >= 'A' && char <= 'Z' -> char - 'A' + 10
        char >= 'a' && char <= 'z' -> char - 'a' + 10
        else -> -1
    }.let { if (it >= radix) -1 else it }
}

internal actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
}

@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

internal actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = toDoubleOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toFloat(): Float = toFloatOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = toDoubleOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toFloat(): Float = toFloatOrNull() ?: numberFormatError(this)

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

digitOf(char: Char, radix: Int): Int {
    when {
        char >= '0' && char <= '9' -> char - '0'
        char >= 'A' && char <= 'Z' -> char - 'A' + 10
        char >= 'a' && char <= 'z' -> char - 'a' + 10
        else -> -1
    }.let { if (it >= radix) -1 else it }
}

internal actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
}

@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression. 
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches. 
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions) and
[http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).
 */
public actual class Regex constructor(pattern: String, option: RegexOption) {

    constructor(pattern: String, options: Set<RegexOption>) : this(pattern, setOf(option))

    constructor(pattern: String) : this(pattern, emptySet())

    /** The pattern string of this regular expression. */
    public actual val pattern: String = pattern
    /** The set of options that were used to create this regular expression. */
    public actual val options: Set<RegexOption> = options.toSet()
    private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

    /** Indicates whether the regular expression matches the entire [input]. 
     * @param input A CharSequence that is matched. 
     * @return Boolean true if the regular expression matches the entire [input]. false otherwise.
     */
    public actual fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset()
        return nativePattern.test(input.toString())
    }

    /** Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex]. 
     * @param input A CharSequence that is matched. 
     * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than \( \text{input.length} \). 
     * @return A Sequence of MatchResult if found or an empty sequence otherwise.
     */
    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, startIndex) }, { match -> match.next() })

    /** Attempts to match the entire [input] CharSequence against the pattern. 
     * @return An instance of MatchResult if the entire input matches or null otherwise.
     */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') && pattern.endsWith('$'))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /** Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression. 
     * @param input A CharSequence that is matched. 
     * @param replacement A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details.
     * @return A new string with all occurrences of the regular expression replaced.
     */
    public actual fun replace(input: CharSequence, replacement: String): String =
        input.toString().nativeReplace(nativePattern, replacement)

    /** Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression, 
     * beginning at the specified [startIndex]. 
     * @param input A CharSequence that is matched. 
     * @param replacement A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details.
     * @return A new string with the first occurrence of the regular expression replaced.
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String =
        input.toString().nativeReplace(nativePattern, replacement)[startIndex]
occurrence of this regular expression in the specified [input] string with specified [replacement] expression.

* @param replacement A replacement expression that can include substitutions. See


* @param limit Non-negative value specifying the maximum number of substrings the string can be split to.

* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

* Returns the string representation of this regular expression, namely the [pattern] of this regular expression.

* Note that another regular expression constructed from the same pattern string may have different [options] and may match strings differently.

* Returns a regular expression pattern string that matches the specified [literal] string literally.

* No characters of that string will have special meaning when searching for an occurrence of the regular expression.

* @actual fun replaceFirst(input: CharSequence, replacement: String): String {

* @param replacement A replacement expression that can include substitutions. See


*/

* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

* Returns a regular expression that matches the specified [literal] string literally.

* No characters of that string will have special meaning when searching for an occurrence of the regular expression.

* Returns a regular expression pattern string that matches the specified [literal] string literally.

* No characters of that string will have special meaning when it is used as a replacement string in [RegExp.replace] function.

* Returns a regular expression pattern string that matches the specified [literal] string literally.

* No characters of that string will have special meaning when searching for an occurrence of the regular expression.

* Returns a regular expression pattern string that matches the specified [literal] string literally.

* No characters of that string will have special meaning when searching for an occurrence of the regular expression.

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* Returns a regular expression pattern string that matches the specified [literal] string literally.

* No characters of that string will have special meaning when searching for an occurrence of the regular expression.

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package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else toString()).matches("^\[\\s\\xA0$\]$")

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null && this.toLowerCase() == other.toLowerCase()

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

/**
 * Returns a copy of this string having its first letter uppercased, or the original string, if it's empty or already starts with an upper case letter.
 */
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased, or the original string, if it's empty or already starts with a lower case letter.
 */
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1)
}

/**
 * Returns a string containing this char sequence repeated \[n\] times.
 * @throws [IllegalArgumentException] when \[n\] < 0.
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(RegExp.escape(oldValue), if (ignoreCase) "gi" else "g"), RegExp.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(RegExp.escape(oldChar.toString()), if (ignoreCase) "g" else "g"), newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(RegExp.escape(oldValue), if (ignoreCase) "g" else "g"), first())
null @Support("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENT_SI")

public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENT_SI")
public actual fun String.replaceFirst(c: Char): Appendable
private var string = content
actual override fun get(index: Int): Char =
string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }

actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence =
string.substring(startIndex, endIndex)

actual fun reverse(): StringBuilder {
string = string.asDynamic().split("\"\"`).reverse().join("\"\"`) return this
}

/**
 * Clears the content of this string builder making it empty.
 *
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER",
"NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException]
other
wise.
 */
@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int,
throwOnMalformed: Boolean): Int {
if (throwOnMalformed) throw CharacterCodingException("Malformed
sequence starting at ${index - 1}")
return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,
 * where the first of the pair is the [high] and the second is in the [string] at the [index].
 * Returns zero if the pair is malformed and [throwOnMalformed] is false.
 *
 * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
 */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
if (high !in 0xD800..0xDBFF || index >= endIndex) {
return malformed(0, index, throwOnMalformed)
}
val low = string[index].toInt()
if (low !in 0xDC00..0xDFFF) {
return malformed(0, index, throwOnMalformed)
}
return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)

/**
 * Returns code point corresponding to UTF-8 sequence of
 * two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
 * [index].
 * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 *
 * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
if (byte1 and 0x1E == 0 || index >= endIndex) {
return malformed(0, index, throwOnMalformed)
}
val byte2 = bytes[index].toInt()
if (lowIn 0xDC00..0xDFFF) {
return malformed(0, index, throwOnMalformed)
}
code point corresponding to UTF-8 sequence of three bytes.

* where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].

* Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence

* if the sequence is malformed and [throwOnMalformed] is false.

* @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.

*/
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xE0 != 0xA0) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0xD) {
        if (byte2 and 0xE0 != 0x80) {
            // Surrogate code point
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,

* where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].

* Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence

* if the sequence is malformed and [throwOnMalformed] is false.

* @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.

*/
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Maximum number of bytes needed to encode a single char.

* Code points in `0..0x7F` are encoded in a single byte.
* Code points in `0x80..0x7FF` are encoded in two bytes.
* Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.
* Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.

* Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate 'Char's and are encoded in four bytes.

* Anprivate const val MAX_BYTES_PER_CHAR = 3

* @param string the string to encode.
* @param startIndext the start offset (inclusive) of the substring to code.
* @param endIndext the end offset (exclusive) of the substring to encode.

* @param throwOnMalformed whether to throw on malformed char sequence or replace by the

* [REPLACEMENT_BYTE_SEQUENCE].

* @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.

*/
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)
    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex
    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 -> {
                if (throwOnMalformed) {
                    throw CharacterCodingException()
                } else {
                    bytes[byteIndex++] = code.toByte()
                }
                byteIndex += 1
            }
            code < 0x800 -> {
                if (throwOnMalformed) {
                    throw CharacterCodingException()
                } else {
                    bytes[byteIndex++] = (code shr 6) or 0x80
                    bytes[byteIndex++] = code and 0x3F
                }
                byteIndex += 2
            }
            code < 0x10000 -> {
                if (throwOnMalformed) {
                    throw CharacterCodingException()
                } else {
                    bytes[byteIndex++] = (code shr 12) or 0x80
                    bytes[byteIndex++] = (code shr 6) or 0x80
                    bytes[byteIndex++] = code and 0x3F
                }
                byteIndex += 3
            }
            code <= 0x11FFFF -> {
                if (throwOnMalformed) {
                    throw CharacterCodingException()
                } else {
                    bytes[byteIndex++] = (code shr 18) or 0x80
                    bytes[byteIndex++] = (code shr 12) or 0x80
                    bytes[byteIndex++] = (code shr 6) or 0x80
                    bytes[byteIndex++] = code and 0x3F
                }
                byteIndex += 4
            } else {
                throw CharacterCodingException()
            }
        }
        charIndex++
    }
    return bytes
}
definedExternally
var stencil: Boolean? /* = false */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally
var antialias: Boolean? /* = true */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally
var premultipliedAlpha: Boolean? /* = true */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally
var preserveDrawingBuffer: Boolean? /* = false */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally
var preferLowPowerToHighPerformance: Boolean? /* = false */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally
var failIfMajorPerformanceCaveat: Boolean? /* = false */
set(value) = definedExternally
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract
class WebGLObject

/**
 * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float?)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int)
    fun bindBufferData(target: Int, usage: Int)
    fun bufferData(target: Int, data: BufferDataSource?,
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)
fun viewport(x: Int, y: Int, width: Int, height: Int)
fun STENCIL_BUFFER_BIT
fun COLOR_BUFFER_BIT
fun POINTS
fun LINES
fun LINE_LOOP
fun LINE_STRIP
fun TRIANGLES
fun TRIANGLE_STRIP
fun TRIANGLE_FAN
fun ZERO
fun ONE
fun SRC_COLOR
fun ONE_MINUS_SRC_COLOR
fun SRC_ALPHA
fun ONE_MINUS_SRC_ALPHA
fun DST_ALPHA
fun ONE_MINUS_DST_ALPHA
fun DST_COLOR
fun ONE_MINUS_DST_COLOR
fun SRC_ALPHA_SATURATE
fun FUNC_ADD
fun BLEND_EQUATION
fun BLEND_EQUATION_RGB
fun BLEND_EQUATION_ALPHA
fun BLEND_SUBTRACT
fun FUNC_SUBTRACT
fun BLEND_RGB
fun BLEND_RGBA
fun BLEND_DST_RGB
fun BLEND_SRC_RGB
fun BLEND_DST_ALPHA
fun BLEND_SRC_ALPHA
fun CONSTANT_COLOR
fun ONE_MINUS_CONSTANT_COLOR
fun CONSTANT_ALPHA
fun ONE_MINUS_CONSTANT_ALPHA
fun BLEND_COLOR
fun ARRAY_BUFFER
fun ARRAY_BUFFER_BINDING
fun STREAM_DRAW
fun STATIC_DRAW
fun DYNAMIC_DRAW
fun BUFFER_SIZE
fun BUFFER_USAGE
TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val MAX_CUBE_MAP_TEXTURE_SIZE: Int
val TEXTURE0: Int
val TEXTURE1: Int
val TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOLEAN: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILE_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int

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```kotlin
val FRAMEBUFFER_BINDING: Int
val RENDERER_BINDING: Int
val MAX_FRAMEBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript
 * [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event{
    open val statusMessage: String
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    val bubbles: Boolean
    get() = false
    set(value) = definedExternally
    val cancelable: Boolean
    get() = false
    set(value) = definedExternally
    get() = definedExternally
    set(value) = definedExternally
    val composed: Boolean
    get() = false
    set(value) = definedExternally
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer
    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 * [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun set(array: ArrayBufferView, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): ArrayBufferView
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
 * [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
 * [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8ClampedArray
    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }
```
external abstract class CSSGroupingRule : CSSRule {
    open var cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open var media: MediaList
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open var style: CSSStyleDeclaration
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin
 */
public external abstract class CSSMarginRule : CSSRule {
    open var name: String
    open var style: CSSStyleDeclaration
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open var namespaceURI: String
    open var prefix: String
    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderCollapse: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftHeightStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderStyle: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var boxDecorationBreak: String
    open var
CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short

    }\n
    public external interface MouseEventInit : EventModifierInit {\n        var screenX: Int? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var screenY: Int? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var clientX: Int? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var clientY: Int? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var button: Short? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var buttons: Short? /* = 0 */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var relatedTarget: EventTarget? /* = null */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        var region: String? /* = null */ \n        get() =
        definedExternally\n        set(value) = definedExternally\n        @kotlin.internal.InlineOnly
        public inline fun
                val o = js("({})")
                o["screenX"] = screenX
                o["screenY"] = screenY
                o["clientX"] = clientX
                o["clientY"] = clientY
                o["button"] = button
                o["buttons"] = buttons
                o["relatedTarget"] = relatedTarget
                o["region"] = region
                o["ctrlKey"] = ctrlKey
                o["shiftKey"] = shiftKey
                o["altKey"] = altKey
                o["metaKey"] = metaKey
                o["modifierAltGraph"] = modifierAltGraph
                o["modifierCapsLock"] = modifierCapsLock
                o["modifierFn"] = modifierFn
                o["modifierHyper"] = modifierHyper
                o["modifierNumLock"] = modifierNumLock
                o["modifierScrollLock"] = modifierScrollLock
                o["modifierSuper"] = modifierSuper
                o["modifierSymbol"] = modifierSymbol
                o["view"] = view
                o["detail"] = detail
                o["bubbles"] = bubbles
                o["cancelable"] = cancelable
                o["composed"] = composed
                return o
            }

    public external interface EventModifierInit : UIEventInit {
        var ctrlKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var shiftKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var altKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var metaKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierAltGraph: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierCapsLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierFn: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierFnLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierHyper: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierNumLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierScrollLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierSuper: Boolean?
        get() = definedExternally
        set(value) = definedExternally
        var modifierSymbol: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun
            val o = js("({})")
            o["ctrlKey"] = ctrlKey
            o["shiftKey"] = shiftKey
            o["altKey"] = altKey
            o["metaKey"] = metaKey
            o["modifierAltGraph"] = modifierAltGraph
            o["modifierCapsLock"] = modifierCapsLock
            o["modifierFn"] = modifierFn
            o["modifierHyper"] = modifierHyper
            o["modifierNumLock"] = modifierNumLock
            o["modifierScrollLock"] = modifierScrollLock
            o["modifierSuper"] = modifierSuper
            o["modifierSymbol"] = modifierSymbol
            o["view"] = view
            o["detail"] = detail
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }


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```javascript
o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph

    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock

    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper

    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock

    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    /**
     * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
     */
    public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
        open val data: String
        open val isComposing: Boolean

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface InputEventInit : UIEventInit {
            var data: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
            var isComposing: Boolean? /* = false */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["data"] = data
            o["isComposing"] = isComposing
            o["view"] = view
            o["detail"] = detail
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }
    }
```
[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin

```kotlin
/* */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int
    var bubbles: Boolean
    var cancelable: Boolean
    var composed: boolean
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)
}
```

[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin

```kotlin
/* */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin

```kotlin
Event(type: String, eventInitDict: EventInit = definedExternally) {
    var open val type: String?
    var open val target: EventTarget?
    var open val currentTarget: EventTarget?
    var open val eventPhase: Short?
    var open val bubbles: Boolean?
    var open val cancelable: Boolean?
    var open val defaultPrevented: Boolean?
    var open val composed: Boolean?
    var open val isTrusted: Boolean?
    var open val timestamp: Number?
    var open val fun composedPath():
        Array<EventTarget>?
        fun stopPropagation():
        fun stopImmediatePropagation():
        fun preventDefault():
        fun initEvent(type: String?, bubbles: Boolean, cancelable: Boolean?)
}
```

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public abstract class EventTarget {
    fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun dispatchEvent(event: Event): Boolean
}

public interface EventListener {
    fun handleEvent(event: Event)
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. *
 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! /* See github.com/kotlin/dukat for details
 */

package org.w3c.dom

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*

public abstract class HTMLAllCollection {
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
    fun namedItem(name: String): UnionElementOrHTMLCollection?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? =
    asDynamic()[name]

/**
 * Exposes the JavaScript 
 [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
 */
public abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript 
 [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 */
public abstract class RadioNodeList : NodeList,
    UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript 
 [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
public abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before:
        dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) {
    asDynamic()[index] = option
}

/**
 * Exposes the JavaScript 
 [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public abstract class HTMLElement : Element, GlobalEventHandlers,
    DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open val accessKeyLabel: String
    open var draggable: Boolean
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement?
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
    }
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**Open Source Used In DNAC Platform Antelope**

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Open Source Used In DNAC Platform Antelope 4068

```kotlin
short
val PROCESSING_INSTRUCTION_NODE: short
val COMMENT_NODE: short
val DOCUMENT_NODE: short
val DOCUMENT_TYPE_NODE: short
val DOCUMENT_FRAGMENT_NODE: short
val NOTATION_NODE: short
val DOCUMENT_POSITION_DISCONNECTED: short
val DOCUMENT_POSITION_PRECEDING: short
val DOCUMENT_POSITION_FOLLOWING: short
val DOCUMENT_POSITION_CONTAINS: short
val DOCUMENT_POSITION_CONTAINED_BY: short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: short
}
}

/**
 * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {

    val ELEMENT_NODE: short
    val ATTRIBUTE_NODE: short
    val TEXT_NODE: short
    val CDATA_SECTION_NODE: short
    val ENTITY_REFERENCE_NODE: short
    val ENTITY_NODE: short
    val PROCESSING_INSTRUCTION_NODE: short
    val COMMENT_NODE: short
    val DOCUMENT_NODE: short
    val DOCUMENT_TYPE_NODE: short
    val DOCUMENT_FRAGMENT_NODE: short
    val NOTATION_NODE: short
    val DOCUMENT_POSITION_DISCONNECTED: short
    val DOCUMENT_POSITION_PRECEDING: short
    val DOCUMENT_POSITION_FOLLOWING: short
    val DOCUMENT_POSITION_CONTAINS: short
    val DOCUMENT_POSITION_CONTAINED_BY: short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: short
    }
}

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {

    val ELEMENT_NODE: short
    val ATTRIBUTE_NODE: short
    val TEXT_NODE: short
    val CDATA_SECTION_NODE: short
    val ENTITY_REFERENCE_NODE: short
    val ENTITY_NODE: short
    val PROCESSING_INSTRUCTION_NODE: short
    val COMMENT_NODE: short
    val DOCUMENT_NODE: short
    val DOCUMENT_TYPE_NODE: short
    val DOCUMENT_FRAGMENT_NODE: short
    val NOTATION_NODE: short
    val DOCUMENT_POSITION_DISCONNECTED: short
    val DOCUMENT_POSITION_PRECEDING: short
    val DOCUMENT_POSITION_FOLLOWING: short
    val DOCUMENT_POSITION_CONTAINS: short
    val DOCUMENT_POSITION_CONTAINED_BY: short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: short
        }
}

/**
 * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {

    val ELEMENT_NODE: short
    val ATTRIBUTE_NODE: short
    val TEXT_NODE: short
    val CDATA_SECTION_NODE: short
    val ENTITY_REFERENCE_NODE: short
    val ENTITY_NODE: short
    val PROCESSING_INSTRUCTION_NODE: short
    val COMMENT_NODE: short
    val DOCUMENT_NODE: short
    val DOCUMENT_TYPE_NODE: short
    val DOCUMENT_FRAGMENT_NODE: short
    val NOTATION_NODE: short
    val DOCUMENT_POSITION_DISCONNECTED: short
    val DOCUMENT_POSITION_PRECEDING: short
    val DOCUMENT_POSITION_FOLLOWING: short
    val DOCUMENT_POSITION_CONTAINS: short
    val DOCUMENT_POSITION_CONTAINED_BY: short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: short
        }
}

/**
 * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {

    val ELEMENT_NODE: short
    val ATTRIBUTE_NODE: short
        val TEXT_NODE: short
        val CDATA_SECTION_NODE: short
        val ENTITY_REFERENCE_NODE: short
        val ENTITY_NODE: short
        val PROCESSING_INSTRUCTION_NODE: short
        val COMMENT_NODE: short
    val DOCUMENT_NODE: short
    val DOCUMENT_TYPE_NODE: short
    val DOCUMENT_FRAGMENT_NODE: short
    val NOTATION_NODE: short
    val DOCUMENT_POSITION_DISCONNECTED: short
    val DOCUMENT_POSITION_PRECEDING: short
    val DOCUMENT_POSITION_FOLLOWING: short
    val DOCUMENT_POSITION_CONTAINS: short
    val DOCUMENT_POSITION_CONTAINED_BY: short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: short
        }
```
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

### HTMLTrackElement

Public abstract class HTMLTrackElement : HTMLElement {
open var kind: String
open var src: String
open var srclang: String
open var label: String
open var default: Boolean
open val readyState: Short
open val track: TextTrack

Companion object {
val NONE: Short
val LOADING: Short
val LOADED: Short
val ERROR: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
open var kind: String
open var src: String
open var srclang: String
open var label: String
open var default: Boolean
open val readyState: Short
open val track: TextTrack

Companion object {
val NONE: Short
val LOADING: Short
val LOADED: Short
val ERROR: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
open val error: MediaError?
open var src: String
open var srcObject: dynamic
open val currentSrc: String
open var crossOrigin: String?
open val networkState: Short
open var preload: String
open val buffered: TimeRanges
open val readyState: Short
open var seeking: Boolean
open var currentTime: Double
open var duration: Double
open var paused: Boolean
open var defaultPlaybackRate: Double
open var loop: Boolean
open var controls: Boolean
open var volume: Double
open var muted: Boolean
open var defaultMuted: Boolean
open var audioTracks: AudioTrackList
open var videoTracks: VideoTrackList
open val textTracks: TextTrackList
fun load()fun canPlayType(type: String): CanPlayTypeResult
fun fastSeek(time: Double)
fun getStartDate(): dynamic
fun play(): Promise<Unit>
fun pause()
fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

Companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
open val code: Short

Companion object {
val MEDIA_ERR_ABORTED: Short
val MEDIA_ERR_NETWORK: Short
val MEDIA_ERR_DECODE: Short
val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
open val length: Int
open var onchange: ((Event) -> dynamic)?
open var onaddtrack: ((TrackEvent) -> dynamic)?
open var onremovetrack: ((TrackEvent) -> dynamic)?


fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: (Event) -> dynamic
    open var onaddtrack: (TrackEvent) -> dynamic
    open var onremovetrack: (TrackEvent) -> dynamic
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
}

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: (Event) -> dynamic
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    unreachable
    return false
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}

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/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 *
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
var bgColor: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin *
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open var elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? =
    asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? =
    asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin *
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin *
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var max: String
    open var maxLenLength: Int
    open var min: String
    open var
setCustomValidity(error: String?)
override fun item(index: Int): Element?
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITYREFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENTTYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINEDBY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? =
asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) {
asDynamic()[index] = option
}

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINEDBY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINEDBY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINEDBY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 * [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */

`public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

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Open Source Used In DNAC Platform Antelope 4084
**Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin**

```kotlin
public abstract external class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        valATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

**Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin**

```kotlin
public abstract external class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

**Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin**

```kotlin
public abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public interface CanvasState {
    fun save()
    fun restore()
}

public interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun resetTransform()
}

public interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}
```
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```kotlin
public external abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val actualBoundingBoxRight: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open valideographicBaseline: Double
}

public external interface HitRegionOptions {
    var path: Path2D? /* = null */
    var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */
    var id: String? /* = "" */
    var parentID: String? /* = null */
    var cursor: String? /* = "inherit" */
    var label: String? /* = null */
    var role: String? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["label"] = label
    o["role"] = role
    return o
}

/**
 * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
 */
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

/**
 * Exposes the JavaScript [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin
 */
public external open class Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)
    override fun rect(x: Double, y: Double, w: Double, h: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) override fun oval(x: Double, y: Double, w: Double, h: Double) override fun rect(x: Double, y: Double, w: Double, h: Double) override fun oval(x: Double, y: Double, w: Double, h: Double)
}
```

---

[ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin

```kotlin
public external abstract class ImageBitmapRenderingContext {
    open val canvas: HTMLCanvasElement
    fun transferFromImageBitmap(bitmap: ImageBitmap?)
}

public external interface ImageBitmapRenderingContextSettings {
    var alpha: Boolean? /* = true */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin
 */
public external abstract class CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any
    fun whenDefined(name: String): Promise<Unit>
}

public external interface ElementDefinitionOptions {
    var extends: String?
}
```

---

[HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) fun transferFromImageBitmap(bitmap: ImageBitmap?)
**PageTransitionEvent**

```kotlin
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

**BeforeUnloadEvent**

```kotlin
public external open class BeforeUnloadEvent : Event {
    var returnValue: String?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external abstract class ApplicationCache : EventTarget {
    open val status: Short
    open var onchecking: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?

    open var onnoupdate: ((Event) -> dynamic)?
    open var ondownloading: ((Event) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onupdateready: ((Event) -> dynamic)?
    open var oncached: ((Event) -> dynamic)?
    open var onobsolete: ((Event) -> dynamic)?
    fun update()
    fun abort()
    fun swapCache()

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val UPDATEREADY: Short
        val OBSOLETE: Short
    }
}
```

**NavigatorOnLine**

```kotlin
public external interface NavigatorOnLine {
    val onLine: Boolean?
}
```

**ErrorEvent**

```kotlin
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String?
    open val filename: String?
    open val lineno: Int?
    open val colno: Int?
    open val error: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ErrorEventInit : EventInit {
        var message: String? /* = "" */
        var filename: String? /* = "" */
        var lineno: Int? /* = 0 */
        var colno: Int? /* = 0 */
        var error: Any? /* = null */
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["message"] = message
        o["filename"] = filename
        o["lineno"] = lineno
        o["colno"] = colno
        o["error"] = error
        return o
    }
```

**PromiseRejectionEvent**

```kotlin
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    open val promise: Promise<Any?>
    open val reason: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface PromiseRejectionEventInit : EventInit {
        var promise: Promise<Any?>?
        var reason: Any?
    }
```

**Promise**

```kotlin
open val promise: Promise<Any?>

@kotlin.internal.InlineOnly
public inline fun Promise(then: ((resolve: ((Promise<any>?) -> dynamic), reject: ((Promise<any>?) -> dynamic)) -> dynamic): Promise) {
    val o = js("{}")
    o["then"] = then
    return o
}
```

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set(value) = definedExternally

var onplay: ((Event) -> dynamic)?
    get() = definedExternally

var onplaying: ((Event) -> dynamic)?
    get() = definedExternally

var onprogress: ((ProgressEvent) -> dynamic)?
    get() = definedExternally

var onratechange: ((Event) -> dynamic)?
    get() = definedExternally

var onreset: ((Event) -> dynamic)?
    get() = definedExternally

var onresize: ((Event) -> dynamic)?
    get() = definedExternally

var onscroll: ((Event) -> dynamic)?
    get() = definedExternally

var onseeked: ((Event) -> dynamic)?
    get() = definedExternally

var onseeking: ((Event) -> dynamic)?
    get() = definedExternally

var onselect: ((Event) -> dynamic)?
    get() = definedExternally

var onshow: ((Event) -> dynamic)?
    get() = definedExternally

var onstalled: ((Event) -> dynamic)?
    get() = definedExternally

var onsubmit: ((Event) -> dynamic)?
    get() = definedExternally

var onsuspend: ((Event) -> dynamic)?
    get() = definedExternally

var ontimeupdate: ((Event) -> dynamic)?
    get() = definedExternally

var ontoggle: ((Event) -> dynamic)?
    get() = definedExternally

var onvolumechange: ((Event) -> dynamic)?
    get() = definedExternally

var onwaiting: ((Event) -> dynamic)?
    get() = definedExternally

var ongotpointercapture: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onlostpointercapture: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointerdown: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointermove: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointercancel: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointerover: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointerout: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointerleave: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpointerenter: ((PointerEvent) -> dynamic)?
    get() = definedExternally

var onpagehide: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally

var onpageshow: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally

var onpopstate: ((PopStateEvent) -> dynamic)?
    get() = definedExternally

var onrejectionhandled: ((Event) -> dynamic)?
    get() = definedExternally

var onstorage: ((StorageEvent) -> dynamic)?
    get() = definedExternally

var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    get() = definedExternally

var onunload: ((Event) -> dynamic)?
    get() = definedExternally

/* Exposes the JavaScript [WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEvent Handlers) to Kotlin */

var onafterprint: ((Event) -> dynamic)?
    get() = definedExternally

var onbeforeprint: ((Event) -> dynamic)?
    get() = definedExternally

var onbeforeunload: ((BeforeUnloadEvent) -> String)?
    get() = definedExternally

var onhashchange: ((HashChangeEvent) -> dynamic)?
    get() = definedExternally

var onlanguagechange: ((Event) -> dynamic)?
    get() = definedExternally

var onmessage: ((MessageEvent) -> dynamic)?
    get() = definedExternally

var onoffline: ((Event) -> dynamic)?
    get() = definedExternally

var ononlinechange: ((Event) -> dynamic)?
    get() = definedExternally

var onpageshow: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally

var onpagehide: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally

var onpageload: ((Event) -> dynamic)?
    get() = definedExternally

var onstorage: ((StorageEvent) -> dynamic)?
    get() = definedExternally

var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    get() = definedExternally

var onunload: ((Event) -> dynamic)?
    get() = definedExternally

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definedExternally

```kotlin
open public external interface DocumentAndElementEventHandlers {
    var oncropy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}
```
class Plugin : ItemArrayLike<MimeType> {"in open val name: String\n open val description: String\n open val filename: String\n override fun item(index: Int): MimeType?\n  fun namedItem(name: String): MimeType?\n \n public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()\n  \n public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()  

/**
 * Exposes the JavaScript
 [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */
 public abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
    
/**
 * Exposes the JavaScript
 [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n */
 public abstract class ImageBitmap : CanvasImageSource, TexImageSource {"in open val width: Int\n open val height: Int\n fun close()\n 
public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
        get() = definedExternally\n        set(value) = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
        get() = definedExternally\n        set(value) = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
        get() = definedExternally\n        set(value) = definedExternally
    var resizeWidth: Int? /* = undefined */
        get() = definedExternally
        set(value) = definedExternally
    var resizeHeight: Int? /* = undefined */
        get() = definedExternally
        set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
        get() = definedExternally
        set(value) = definedExternally
    
/**
 * Exposes the JavaScript
 [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */
 public open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {"in open val data: Any?\n open val origin: String\n open val lastEventId: String?\n open val source: UnionMessagePortOrWindowProxy?\n open val ports: Array<MessagePort>?\n fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>?): MessageEventInit = definedExternally
}
Open Source Used In DNAC Platform Antelope 4096

[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin

```kotlin
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open val name: String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType
        get() = definedExternally
        set(value)
    var credentials: RequestCredentials
        get() = definedExternally
        set(value)
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType = WorkerType.CLASSIC, credentials: RequestCredentials = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value
}

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String
    open val oldValue: String
    open val newValue: String
    open val url: String
    open val storageArea: Storage
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        val AT_TARGET: Short
    }
    open val source: Storage
    open val sourceType: String
    open val type: String
    open val value: String
}

public external interface StorageEventInit : EventInit {
    var key: String
    var source: Storage
    var sourceType: String
    var type: String
    var value: String
}
```
definedExternally

```kotlin
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    var url: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally

    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) = definedExternally

    var @kotlin.internal.InlineOnly open var align: String
        get() = "left"
        set(value) = "left"

    var open var alt: String
        get() = "alt"
        set(value) = "alt"

    var archive: String
        get() = "archive"
        set(value) = "archive"

    var code: String
        get() = "code"
        set(value) = "code"

    var codeBase: String
        get() = "codeBase"
        set(value) = "codeBase"

    var height: String
        get() = "height"
        set(value) = "height"

    var hspace: Int
        get() = "hspace"
        set(value) = "hspace"

    var name: String
        get() = "name"
        set(value) = "name"

    var _object: String
        get() = "_object"
        set(value) = "_object"

    var vspace: Int
        get() = "vspace"
        set(value) = "vspace"

    var width: String
        get() = "width"
        set(value) = "width"
```

**HTML Marquee Element**

```kotlin
    public external abstract class HTMLMarqueeElement : HTMLElement {
        open var behavior: String
            get() = "behavior"
            set(value) = "behavior"

        open var bgColor: String
            get() = "bgColor"
            set(value) = "bgColor"

        open var direction: String
            get() = "direction"
            set(value) = "direction"

        open var height: String
            get() = "height"
            set(value) = "height"

        open var hspace: Int
            get() = "hspace"
            set(value) = "hspace"

        open var loop: Int
            get() = "loop"
            set(value) = "loop"

        open var scrollAmount: Int
            get() = "scrollAmount"
            set(value) = "scrollAmount"

        open var scrollDelay: Int
            get() = "scrollDelay"
            set(value) = "scrollDelay"

        open var trueSpeed: Boolean
            get() = "trueSpeed"
            set(value) = "trueSpeed"

        open var vspace: Int
            get() = "vspace"
            set(value) = "vspace"

        open var width: String
            get() = "width"
            set(value) = "width"

        fun start()
        fun stop()```

**HTML Frame Set Element**

```kotlin
    public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
        open var cols: String
            get() = "cols"
            set(value) = "cols"

        open var rows: String
            get() = "rows"
            set(value) = "rows"
```

---

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definedExternally
set(value) = definedExternally
var subtree: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var attributeOldValue: Boolean?
get() =
definedExternally
set(value) = definedExternally
var characterDataOldValue: Boolean? get() =
definedExternally
set(value) = definedExternally
var attributeFilter: Array<String>? get() =

@kotlin.internal.InlineOnly
public inline fun
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript
[MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
*/
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript
[Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
*/
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
*/
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentEncoding: String
    open val doctype: DocumentType
    open val elementId: String
    open val location: Location
    open val domain: String
    open val referrer: String
    var title: String
    var cookie: String
    var lastModified: String
    var readyState: DocumentReadyState
}
HTMLCollection

override val firstElementChild: Element?
override val lastElementChild: Element?

override val childElementCount: Int

fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(`interface`: String): Event
fun createRange(): Range
fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: (Node) -> Short?): NodeIterator
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter?): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close(): Document
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterm(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): String
fun clear(): Document
fun captureEvents(): Document
fun releaseEvents(): Document

fun elementFromPoint(x: Double, y: Double): Element?
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
fun createTouchList(vararg touches: Touch): TouchList
fun exitFullscreen(): Promise<Unit>

fun getElementById(elementId: String): Element?
fun prepend(vararg nodes: dynamic)
fun append(vararg nodes: dynamic)
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) -> DOMQuad
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) -> DOMRect
fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) -> DOMPoint
fun companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NDE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

fun asDynamic(): dynamic
}@kotlin.internal.InlineOnly
public inline operator fun Document.get(name: String): dynamic = asDynamic()
open val host: Element
override val fullscreenElement: Element?
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {
open val namespaceURI: String?
open val prefix: String?
open val localName: String
open val tagName: String
open var id: String
open var className: String
open val classList: DOMTokenList
open var slot: String
open val attributes: NamedNodeMap
open val shadowRoot: ShadowRoot?
open var scrollTop: Double
open var scrollLeft: Double
open val scrollWidth: Int
open val scrollHeight: Int
open val clientTop: Int
open val clientLeft: Int
open val clientWidth: Int
open val clientHeight: Int
open var innerHTML: String
open var outerHTML: String
fun hasAttributes(): Boolean
fun getAttributeNames(): Array<String>
fun getAttribute(qualifiedName: String): String?
fun getAttributeNS(namespace: String?, localName: String): String?
fun setAttribute(qualifiedName: String, value: String)
fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
fun removeAttribute(qualifiedName: String)
fun removeAttributeNS(namespace: String?, localName: String)
fun hasAttribute(qualifiedName: String): Boolean
fun hasAttributeNS(namespace: String?, localName: String): Boolean
fun getAttributeNode(qualifiedName: String): Attr?
fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
fun setAttributeNode(attr: Attr)
fun setAttributeNodeNS(attr: Attr)
fun removeAttributeNode(attr: Attr)
fun attachShadow(init: ShadowRootInit): ShadowRoot
fun closest(selectors: String): Element
fun matches(selectors: String): Boolean
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun insertAdjacentElement(where: String, element: Element): Element?
fun insertAdjacentText(where: String, data: String)
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun scrollIntoView()
fun scrollIntoView(arg: dynamic)
fun scroll(x: Double, y: Double)
fun scrollTo(options: ScrollToOptions = definedExternally)
fun scrollBy(x: Double, y: Double)
fun scrollBy(options: ScrollToOptions = definedExternally)
fun insertAdjacentHTML(position: String, text: String)
fun setPointerCapture(pointerId: Int)
fun releasePointerCapture(pointerId: Int)
fun requestFullscreen(): Promise<Unit>
companion object {
val ELEMENT_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

ShadowRootInit { 
    var mode: ShadowRootMode?
    get() = definedExternally
    set(value) = definedExternally
}:

public external interface ShadowRootInit {
    var mode: ShadowRootMode?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface ShadowRootInit {
    var mode: ShadowRootMode?
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>?
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPoint, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    ...
override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val
endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node)
    fun setStartBefore(node: Node, offset: Int)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript

[NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript

[TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript

[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript

[DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript

[DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript

[DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript

[DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */

definedExternally\n    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript
 [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript
 [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
 [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPointInit
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}
Open Source Used In DNAC Platform Antelope 4109

[DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin

```kotlin
public external open
class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double, z: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external
interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external
interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaQueryListEventInit : EventInit {
        var media: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["media"] = media
        o["matches"] = matches
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
}
```
open source used in DNAC platform Antelope 4111
Audio(src: String = definedExternally): HTMLAudioElement{
override var onabort: ((Event) -> dynamic)?
onoverride var onblur: ((FocusEvent) -> dynamic)?
onoverride var oncanplay: ((Event) -> dynamic)?
onoverride var oncanplaythrough: ((Event) -> dynamic)?
onoverride var onchange: ((Event) -> dynamic)?
onoverride var oncontextmenu: ((MouseEvent) -> dynamic)?
onoverride var oncuechange: ((Event) -> dynamic)?
onoverride var ondblclick: ((MouseEvent) -> dynamic)?
onoverride var ondrag: ((DragEvent) -> dynamic)?
onoverride var ondragend: ((DragEvent) -> dynamic)?
onoverride var ondragenter: ((DragEvent) -> dynamic)?
onoverride var ondragleave: ((DragEvent) -> dynamic)?
onoverride var ondragover: ((DragEvent) -> dynamic)?
onoverride var ondragstart: ((DragEvent) -> dynamic)?
onoverride var ondurationchange: ((Event) -> dynamic)?
onoverride var onemptied: ((Event) -> dynamic)?
onoverride var onerror: ((any, String, Int, Int, any?) -> dynamic)?
onoverride var onended: ((Event) -> dynamic)?
onoverride var onfocus: ((FocusEvent) -> dynamic)?
onoverride var oninput: ((InputEvent) -> dynamic)?
onoverride var oninvalid: ((Event) -> dynamic)?
onoverride var onkeydown: ((KeyboardEvent) -> dynamic)?
onoverride var onkeypress: ((KeyboardEvent) -> dynamic)?
onoverride var onkeyup: ((KeyboardEvent) -> dynamic)?
onoverride var onload: ((Event) -> dynamic)?
onoverride var onloadeddata: ((Event) -> dynamic)?
onoverride var onloadedmetadata: ((Event) -> dynamic)?
onoverride var onloadend: ((Event) -> dynamic)?
onoverride var onloadevent: ((Event) -> dynamic)?
onoverride var onmousedown: ((MouseEvent) -> dynamic)?
onoverride var onmouseenter: ((MouseEvent) -> dynamic)?
onoverride var onmouseleave: ((MouseEvent) -> dynamic)?
onoverride var onmousemove: ((MouseEvent) -> dynamic)?
onoverride var onmouseout: ((MouseEvent) -> dynamic)?
onoverride var onmouseover: ((MouseEvent) -> dynamic)?
onoverride var onmouseup: ((MouseEvent) -> dynamic)?
onoverride var onwheel: ((WheelEvent) -> dynamic)?
onoverride var onpause: ((Event) -> dynamic)?
onoverride var onplay: ((Event) -> dynamic)?
onoverride var onplaying: ((Event) -> dynamic)?
onoverride var onprogress: ((ProgressEvent) -> dynamic)?
onoverride var onrangedatetimechange: ((Event) -> dynamic)?
onoverride var onresize: ((Event) -> dynamic)?
onoverride var onscroll: ((Event) -> dynamic)?
onoverride var onselect: ((Event) -> dynamic)?
onoverride var onshow: ((Event) -> dynamic)?
onoverride var onstalled: ((Event) -> dynamic)?
onoverride var onsubmit: ((Event) -> dynamic)?
onoverride var onsuspend: ((Event) -> dynamic)?
onoverride var ontimeupdate: ((Event) -> dynamic)?
onoverride var ontoggle: ((Event) -> dynamic)?
onoverride var onvolumechange: ((Event) -> dynamic)?
onoverride var onwaiting: ((Event) -> dynamic)?
onoverride var onvolumedownloadchange: ((Event) -> dynamic)?
onoverride var onvolumemove: ((Event) -> dynamic)?
onoverride var onvolumeup: ((Event) -> dynamic)?
onoverride var onvolumeup: ((Event) -> dynamic)?
onoverride var onpointercancel: ((PointerEvent) -> dynamic)?
onoverride var onpointerdown: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointerup: ((PointerEvent) -> dynamic)?
onoverride var onpointercancel: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
onoverride var onpointermove: ((PointerEvent) -> dynamic)?
}
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
override var onabort: ((Event) -> dynamic)?
override var onblur: ((FocusEvent) -> dynamic)?
override var oncancel: ((Event) -> dynamic)?
override var oncanplay: ((Event) -> dynamic)?
override var oncanplaythrough: ((Event) -> dynamic)?
override var onchange: ((Event) -> dynamic)?
override var onclick: ((MouseEvent) -> dynamic)?
override var onclose: ((Event) -> dynamic)?
override var oncontextmenu: ((MouseEvent) -> dynamic)?
override var oncuechange: ((Event) -> dynamic)?
override var ondblclick: ((MouseEvent) -> dynamic)?
override var ondrag: ((DragEvent) -> dynamic)?
override var ondragend: ((DragEvent) -> dynamic)?
override var ondragenter: ((DragEvent) -> dynamic)?
override var ondragexit: ((DragEvent) -> dynamic)?
override var ondragleave: ((DragEvent) -> dynamic)?
override var ondragover: ((DragEvent) -> dynamic)?
override var ondragstart: ((DragEvent) -> dynamic)?
override var ondurationchange: ((Event) -> dynamic)?
override var onemptied: ((Event) -> dynamic)?
override var onended: ((Event) -> dynamic)?
override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
override var onfocus: ((FocusEvent) -> dynamic)?
override var oninput: ((InputEvent) -> dynamic)?
override var oninvalid: ((Event) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var onload: ((Event) -> dynamic)?
override var onloadend: ((Event) -> dynamic)?
override var onloaderror: ((Event) -> dynamic)?
override var onloadstart: ((Event) -> dynamic)?
override var onload: ((Event) -> dynamic)?
override var onmessage: ((Event) -> dynamic)?
override var onmessageerror: ((Event) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onmessage: ((Event) -> dynamic)?
override var onmessageerror: ((Event) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onmessage: ((Event) -> dynamic)?
override var onmessageerror: ((Event) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override onscroll: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onse...
"complete".asDynamic().unsafeCast<DocumentReadyState>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY:
    CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this
interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.Square: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEvel: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()
CanvasLineCap.get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin
{
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign
{
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline
{
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection
{
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration
{
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha
{
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.FLIPY: PremultiplyAlpha get() = "flipY".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation
{
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation
{
    companion object
}


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PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE:
ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT:
ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() =
"pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() =
"medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() =
"blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
"arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() =
"classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() =
"module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
"open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
"closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() =
"auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() =
"instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() =
"smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}

public inline val ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
"start".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =
"center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
"end".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() =
"margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER:
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CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
 */

// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!

// See github.com/kotlin/dukat for details!

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*
import org.w3c.fetch.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: RequestReferrerPolicy
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var mode: RequestMode?
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
    headers: dynamic = undefined,
    body: dynamic = undefined,
    referrer: String? = undefined,
    referrerPolicy: dynamic = undefined,
    mode: RequestMode? = undefined,
    credentials: RequestCredentials? = undefined,
    cache: RequestCache? = undefined,
    redirect: RequestRedirect? = undefined,
    integrity: String? = undefined,
    keepalive: Boolean? = undefined,
    window: Any? = undefined): RequestInit {
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

*/
RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>;

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```kotlin
ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that
 * can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.media.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceID: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupID: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    override fun @kotlin.internal.InlineOnly
    get(): MediaTrackSupportedConstraints = definedExternally
```
}
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["videoMode"] = videoMode
    o["sampleRate"] = sampleRate
    o["volume"] = volume
    o["frame"] = frame
    o["aspect"] = aspect
    o["volumeControl"] = volumeControl
    o["videoMode"] = videoMode
    o["image"] = image
    o["media"] = media
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["videoMode"] = videoMode
    o["sampleRate"] = sampleRate
    o["volume"] = volume
    o["frame"] = frame
    o["aspect"] = aspect
    o["volumeControl"] = volumeControl
    o["videoMode"] = videoMode
    o["image"] = image
    o["media"] = media
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var videoMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frame: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var image: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var media: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["videoMode"] = videoMode
    o["sampleRate"] = sampleRate
    o["volume"] = volume
    o["frame"] = frame
    o["image"] = image
    o["media"] = media
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var videoMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frame: Double?
        get() = definedExternally
        set(value) = definedExternally
    var image: Int?
        get() = definedExternally
        set(value) = definedExternally
    var media: String?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var videoMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frame: Double?
        get() = definedExternally
        set(value) = definedExternally
    var image: Int?
        get() = definedExternally
        set(value) = definedExternally
    var media: String?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
*/
Promise<Unit>\nnull/**\n* Exposes the JavaScript
[DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n*\npublic external interface DoubleRange \n{\n  var max: Double?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var min: Double?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n
/**\n * Exposes the JavaScript
[DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n*\npublic external interface DoubleRange \n{\n  var max: Double?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var min: Double?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n
/**\n * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin\n*\npublic external interface ConstrainBooleanParameters \n{\n  var exact: Boolean?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var ideal: Boolean?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n
/**\n * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin\n*\npublic external interface ConstrainDOMStringParameters \n{\n  var exact: dynamic\n  get() = definedExternally\n  set(value) =
definedExternally\n  var ideal: dynamic\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n
/* please, don't implement this interface!\n*\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external interface \nMediaStreamTrackState \n{
  companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface!\n*\n*/

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modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
    }

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun
insertItemBefore(newItem: dynamic, index: Int): dynamic
fun replaceItem(newItem: dynamic, index: Int):
dynamic
fun appendItem(newItem: dynamic): dynamic
fun get_Item(index: Int): dynamic
fun clear(): Unit
fun initialize(newItem: SVGNumber): SVGNumber
fun insertItemBefore(newItem: SVGNumber, index: Int):
SVGNumber
fun replaceItem(newItem: SVGNumber, index: Int):
SVGNumber
fun removeItem(index: Int): SVGNumber
fun appendItem(newItem: SVGNumber): SVGNumber
fun get_Item(index: Int): SVGNumber

operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun get_Item(index: Int): SVGNumber
}

operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun get_Item(index: Int): SVGLength
}

operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRect
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}
public abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript SVGStringList to Kotlin
 */
public abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript SVGUnitTypes to Kotlin
 */
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript SVGZoomAndPan to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript SVGURIReference to Kotlin
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript SVGSVGElement to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElemen): NodeList
    fun checkIntersection(element: SVGElemen, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElemen, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrix): SVGTransform
    fun get责任ByElementId(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int): Boolean
    fun forceRedraw()

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
    }
}
/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE Node: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement)
to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform):
fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform

fun getItem(index: Int): SVGTransform?

fun consolidate(): SVGTransform?

fun getItem(index: Int): SVGTransform

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/*\n*/

/**
 * Exposes the JavaScript
[SvgPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
*/
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SvgPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
*/
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SvgTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
*/
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val TEXTPATH_METHODTYPE_ALIGN: Short
val TEXTPATH_METHODTYPE_STRETCH: Short
val TEXTPATH_SPACINGTYPE_AUTO: Short
val TEXTPATH_SPACINGTYPE_EXACT: Short
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTEE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLSVGElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open var orientType: SVGAnimatedEnumeration
    open var orientAngle: SVGAngle
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEDOWNANDGLYPHS: Short
        val SVG_MARKERUNITS_STROKEDOWNANDGLYPHS: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEDOWNANDGLYPHS: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
    }

val SVG_MARKER_Orient_AUTO: Short
val SVG_MARKER_Orient_ANGLE: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

val SVG_MARKER_Orient_AUTO: Short
val SVG_MARKER_Orient_ANGLE: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript

[SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
*/
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
open val gradientUnits: SVGAnimatedEnumeration
open val gradientTransform: SVGAnimatedTransformList
open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript

[SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
*/
public external abstract class SVGLinearGradientElement : SVGGradientElement {
open val x1: SVGAnimatedLength
open val y1: SVGAnimatedLength
open val x2: SVGAnimatedLength
open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript

[SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
*/
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
/**
 * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 * public external abstract class SVGRadialGradientElement : SVGradientElement {
 *   open val cx: SVGAnimatedLength
 *   open val cy: SVGAnimatedLength
 *   open val r: SVGAnimatedLength
 *   open val fx: SVGAnimatedLength
 *   open val fy: SVGAnimatedLength
 *   companion object {
 *     val SVG_SPREADMETHOD_UNKNOWN: Short
 *     val SVG_SPREADMETHOD_PAD: Short
 *     val SVG_SPREADMETHOD_REFLECT: Short
 *     val SVG_SPREADMETHOD_REPEAT: Short
 *     val SVG_UNIT_TYPE_UNKNOWN: Short
 *     val SVG_UNIT_TYPE_USERSPACEONUSE: Short
 *     val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 *     val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *   }
 * }
 * public external abstract class SVGMeshGradientElement : SVGGradientElement {
 *   companion object {
 *     val SVG_SPREADMETHOD_UNKNOWN: Short
 *     val SVG_SPREADMETHOD_PAD: Short
 *     val SVG_SPREADMETHOD_REFLECT: Short
 *     val SVG_SPREADMETHOD_REPEAT: Short
 *     val SVG_UNIT_TYPE_UNKNOWN: Short
 *     val SVG_UNIT_TYPE_USERSPACEONUSE: Short
 *     val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 *     val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *   }
 * }
 * public external abstract class SVGMeshrowElement : SVGElement {
 *   companion object {
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 *     val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *   }
 * }
 * public external abstract class SVGMeshpatchElement : SVGElement {
 *   companion object {
 *     val ELEMENT_NODE: Short
 *     val ATTRIBUTE_NODE: Short
 *     val TEXT_NODE: Short
 *     val CDATA_SECTION_NODE: Short
 *     val ENTITY_REFERENCE_NODE: Short
 *     val ENTITY_NODE: Short
 *     val PROCESSING_INSTRUCTION_NODE: Short
 *     val COMMENT_NODE: Short
 *     val DOCUMENT_NODE: Short
 *     val DOCUMENT_TYPE_NODE: Short
 *     val DOCUMENT_FRAGMENT_NODE: Short
 *     val NOTATION_NODE: Short
 *     val DOCUMENT_POSITION_DISCONNECTED: Short
 *     val DOCUMENT_POSITION_PRECEDING: Short
 *     val DOCUMENT_POSITION_FOLLOWING: Short
 *     val DOCUMENT_POSITION_CONTAINS: Short
 *     val DOCUMENT_POSITION_CONTAINED_BY: Short
 *     val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *   }
 * */

/*
 * Copyright 2010-2019
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!// See github.com/kotlin/dukat for details

package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
 ImageBitmapSource {
 open val size: Number
 open val type: String
 open val isClosed: Boolean
 fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob

 fun close()
}

public external interface BlobPropertyBag {
 var type: String? /* = "" */
 get() = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ": BlobPropertyBag {

 /**
 * Exposes the JavaScript
 [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
 public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
 open val name: String
 open val lastModified: Int
}

 public external interface FilePropertyBag : BlobPropertyBag {
 var lastModified: Int?
 get() = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ": FilePropertyBag {

 /**
 * Exposes the JavaScript
 [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
 */
 public external abstract class FileList : ItemArrayLike<File> {
 override fun item(index: Int): File? = asDynamic()
}

 /**
 * Exposes the JavaScript
 [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
 */
 public external open class FileReader : EventTarget {
 open val readyState: String
 open val readyStateText: String
 open val result: String
 open val error: String
 var onloadstart: ((ProgressEvent) -> dynamic)
 var onprogress: ((ProgressEvent) -> dynamic)
 var onabort: ((Event) -> dynamic)
 var onerror: ((Event) -> dynamic)
 var onloadend: ((Event) -> dynamic)
 fun readAsArrayBuffer(blob: Blob): ArrayBuffer
 fun readAsBinaryString(blob: Blob): String
 fun readAsText(blob: Blob, label: String = definedExternally): String
 fun readAsDataURL(blob: Blob): String
}

 /**
 * Exposes the JavaScript
 [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
 public external open class FileReaderSync {
 fun readAsArrayBuffer(blob: Blob): ArrayBuffer
 fun readAsBinaryString(blob: Blob): String
 fun readAsText(blob: Blob, label: String = definedExternally): String
 fun readAsDataURL(blob: Blob): String
}
Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. ** NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT**

```
// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.svg.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.timer.*
import org.w3c.dom.url.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any?
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    var lang: String? /* = "" */
    var body: String? /* = "" */
    var tag: String? /* = "" */
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean? /* = false */
    var silent: Boolean? /* = false */
    var noscreen: Boolean? /* = false */
    var requireInteraction: Boolean? /* = false */
    var sticky: Boolean? /* = false */
    var data: Any? /* = null */
    var actions: Array<NotificationAction>? /* = arrayOf() */
}

@kotlin.internal.InlineOnly
```

Open Source Used in DNAC Platform Antelope  4144
    val o = js("({})")
    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""): GetNotificationOptions {
    val o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {

        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
String
    open var onupdatefound: ((Event) -> dynamic)?
    open val APISpace: dynamic
    fun update():
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
    fun methodName(): Promise<dynamic>}

/**
 * Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller:
        ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange:
        ((Event) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): PromiseAny?
    fun startMessages():
    fun sendMessages():
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
[ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any
    open val origin:
    open val lastEventId: String
    open val source:
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients:
        Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting():
    fun bridgeToWorker():
}

/**
 * Exposes the JavaScript
[Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
 */
public external abstract class Client :
    UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}
ForeignFetchEventInit { val o = js("({})")\n o["request"] = request\n o["origin"] = origin\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return \n\n}"\n\n\n\n
ForeignFetchResponse {\n var response: Response?\n get() = definedExternally\n set(value) = definedExternally\n var origin: String?\n get() = definedExternally\n set(value) = definedExternally\n var headers: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n\n return\n\n}"\n\n\n
ForeignFetchEventInit {
    val o = js("({})")
    o["request"] = request
    o["origin"] = origin
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")\n    o["response"] = response\n    o["origin"] = origin\n    o["headers"] = headers\n    return o
}

/**
 * Exposes the JavaScript
 [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<out MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data\n    o["origin"] = origin\n    o["lastEventId"] = lastEventId\n    o["source"] = source\n    o["ports"] = ports\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o
}

/**
 * Exposes the JavaScript
 [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch\n    o["ignoreMethod"] = ignoreMethod\n    o["ignoreVary"] = ignoreVary\n    o["cacheName"] = cacheName
    return o
}
undefined): CacheBatchOperation {
    private final val o = js("{}")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
} * Exposes the JavaScript
[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin

abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Cache>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

abstract class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

interface UnionMessagePortOrServiceWorker

interface UnionClientOrMessagePortOrServiceWorker

interface ServiceWorkerState {
    companion object
}

ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

interface FrameType {
    companion object
}

FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

interface ClientType {
    companion object
}

ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()
ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

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NOT EDIT!

See github.com/kotlin/dukat for details

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open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external
abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText:
    String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? =
    definedExternally)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic =
    definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ProgressEventInit(lengthComputable:
    Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally)
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var returnOnUnderlyingComposable: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() =
"\".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.EMPTY
XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() =
"arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.ARRAYBUFFER
XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() =
"blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.BLOB
XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() =
"document".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.DOCUMENT
XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() =
"json".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.JSON
XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() =
"text".asDynamic().unsafeCast<XMLHttpRequestResponseType>().unsafeCast
XMLHttpRequestResponseType.Companion.TEXT

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```kotlin
/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by using [UseExperimental], or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50 ", versionKind = RequireKotlinVersionKind.COMPILE_VERSION)
@Suppress("ANNOTATION_CLASS_MEMBER")
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 *
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.30", versionKind = RequireKotlinVersionKind.COMPILE_VERSION)
@MustBeDocumented
public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    TYPEALIAS)
@Retention(BINARY)
@MustBeDocumented
@ExperimentalStdlibApi
@SinceKotlin("1.3")  // TODO: Remove experimental status from itself and advance SinceKotlin to 1.4
public annotation class ExperimentalStdlibApi
```

---

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of an annotated function parameter or its extensions for that type. The extensions must be themselves annotated with `@BuilderInference`. For example: we declare:

```kotlin
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
```

and use it like:

```kotlin
val result = sequence {
    yield("result")
}
```

Here the type argument of the resulting sequence is inferred to `String` from `block`.

Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

*/
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
unpublic annotation class BuilderInference

Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by

```kotlin
@UseExperimental(ExperimentalMultiplatform::class)
```

or by using the compiler argument `-Xuse-experimental=ktor.ExperimentalMultiplatform`.

*/
@Experimental
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

```kotlin
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation
```

The collection is covariant on its element type:

```kotlin
@UnsafeVariance E
```

The provided skeletal implementation of iterators can be simplified

```kotlin
@SinceKotlin("1.1")
private enum class State {
    Ready,
    NotReady,
    Done,
    Failed
}
```

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| *package kotlin
| import kotlin.annotation.AnnotationTarget.*
| import kotlin.internal.RequireKotlin
| import kotlin.internal.RequireKotlinVersionKind

| Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by
|
| ```kotlin
| @UseExperimental(ExperimentalMultiplatform::class)
| ```
| or by using the compiler argument `-Xuse-experimental=ktor.ExperimentalMultiplatform`.

| */
| @Experimental
| @MustBeDocumented
| @Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
| @Retention(AnnotationRetention.BINARY)
| @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
| public annotation class ExperimentalMultiplatform

| * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms. * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as `Optional`. * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used on * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, * the annotation entries where it's used are simply erased when compiling code on that platform.
| *
| Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.

| */
| @Target(ANNOTATION_CLASS)
| @Retention(AnnotationRetention.BINARY)
| @ExperimentalMultiplatform
| @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
| public annotation class OptionalExpectation

| A base class to simplify implementing iterators so that
entryIterator = entries.iterator()
return object : Iterator<V> {
override fun hasNext(): Boolean = entryIterator.hasNext()
override fun next(): V = entryIterator.next().value
}

override val size: Int get() = this@AbstractMap.size
}

private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }
(v1 == v2) {\n    continue\n} else if (v1 == null || v2 == null) {\n    return false\n}\n
when {\n    v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false\n    v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n    v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n    v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false\n    v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false\n    v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n    v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n    v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false\n    v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false\n    v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n    v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n    v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n    v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false\n    v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false\n    v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false\n    v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false\n    v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n    v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n
    v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n    v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n    v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n    v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false\n    v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false\n    v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n    v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n}

return true\n}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>.contentDeepToStringImpl(): String {
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

@UseExperimental(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...]")
        return
    }
    processed.add(this)
    result.append('[

    for (i in indices) {
        if (i != 0) {
            result.append(\',\n        }\n        val element = this[i]
        when (element) {
            null            -> result.append("null")
            is Array<*>     -> element.contentDeepToStringInternal(result, processed)
            is ByteArray    -> result.append(element.contentToString())
            is ShortArray   -> result.append(element.contentToString())
            is IntArray     -> result.append(element.contentToString())
            is LongArray    -> result.append(element.contentToString())
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())
            is UByteArray   -> result.append(element.contentToString())
            is UShortArray  -> result.append(element.contentToString())
            is UIntArray    -> result.append(element.contentToString())
            is ULongArray   -> result.append(element.contentToString())
            else            -> result.append(element.toString())
        }
    }

    result.append(']

    processed.removeAt(processed.lastIndex)
}

public data class IndexedValue<out T>(public val index: Int, public val value: T)

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)
of the property for the given object from this mutable map.

* @param thisRef the object for which the value is requested (not used).
* @param property the metadata for the property, used to get the name of property and look up the value corresponding to this name in the map.
* @return the property value.
* @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

* @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
* @param value the value to set.

*/
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>) : V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault with two type parameters instead", level = DeprecationLevel.ERROR)@kotlin.jvm.JvmName("getVarContravariant")@kotlin.internal.LowPriorityInOver loadResolution@kotlin.internal.InlineOnly
public inline fun <V> MutableMap<in String, in V>.getValue(thisRef: Any?, property: KProperty<*>): V =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 * @param value the value to set.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V>
    MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package
kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)

    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].
 * This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call. A map with default value provided with a former call to [withDefault] is being replaced by this call.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault -> this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].
 */
@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault -> this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V>, MapWithDefaultImpl<K, V> {
    public override val map: MutableMap<K, V>
    public override fun getOrImplicitDefault(key: K): V
}

private
class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) :
    MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: V): Boolean = map.containsValue(value)
    override fun remove(key: K): V? = map.remove(key)
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun putAll(map: Map<K, V>): Mutabl...
map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
    map.containsKey(value)
    override fun getOrImplicitDefault(key: K): V =
    map.getOrElseNullable(key, { default(key) })
    override fun getOrImplicitDefault(key: K, default: (key: K) -> V): V =
    map.getOrElseNullable(key, { default(key) })

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean =
    map.equals(other)
    override fun hashCode(): Int =
    map.hashCode()
    override fun toString(): String =
    map.toString()
    override val size: Int get() =
    map.size
    override fun isEmpty(): Boolean =
    map.isEmpty()
    override fun containsKey(key: K): Boolean =
    map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
    map.containsValue(value)
    override fun get(key: K): V? =
    map.get(key)
    override val keys: Set<K> get() =
    map.keys
    override val values: Collection<V> get() =
    map.values
    override val entries: Set<Map.Entry<K, V>> get() =
    map.entries

    override fun put(key: K, value: V): V? =
    map.put(key, value)
    override fun remove(key: K): V? =
    map.remove(key)
    override fun putAll(from: Map<out K, V>) =
    map.putAll(from)
    override fun clear() =
    map.clear()
    override fun getOrImplicitDefault(key: K): V =
    map.getOrElseNullable(key, { default(key) })
}

import kotlin.random.Random

/**
 * Removes a single instance of the specified element
 * from this * collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires
 * to pass an element of type `E`: `@return `true` if the element has been successfully removed; `false` if it was
 * not present in the collection.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as
    MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also
 * contained in the specified collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires
 * to pass a collection of type `Collection<@kotlin.internal.InlineOnly@public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as
    MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * Allows to overcome type-safety restriction of `retainAll` that requires
 * to pass a collection of type `Collection<@kotlin.internal.InlineOnly@public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as
    MutableCollection<T>).retainAll(elements)

/**
 * Removes a single instance of the specified element
 * from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<in T>.removeAt(index: Int): T =
    this.removeAt(index)

/**
 * Adds the specified element to this mutable collection.
 */
@kotlin.internal.InlineOnly
operator fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<in T>.plusAssign(element: T): T =
    this.add(element)

/**
 * Adds all elements of the given collection to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<in T>.plusAssign(enumerable: Iterable<T>): T =
    this.addAll(enumerable)

/**
 * Adds all elements of the given array to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<in T>.plusAssign(elements: Array<T>): T =
    this.addAll(elements)

/**
 * Adds all elements of the given sequence to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<in T>.plusAssign(elements: Sequence<T>): T =
    this.addAll(elements)

/**
 * Removes a single instance of the specified element from this mutable
T>.removeAll(elements: Array<out T>): Boolean {n return elements.isNotEmpty() && 
removeAll(elements.toHashSet())}un/**n * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.

T>.retainAll(elements: Array<out T>): Boolean {n if (elements.isNotEmpty())n return 
retainAll(elements.toHashSet()) else n return retainNothing()}un/**n * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {
    return retainAll(elements.toListForSetOperationWith(this))n/**n * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
}

private fun MutableList<*>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return 
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 *
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex 
downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)
null
        private fun nextNotReady(): T
            return suspendCoroutineUninterceptedOrReturn { c ->
                var nextStep = c
                COROUTINE_SUSPENDED
            }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed -> IllegalStateException("Iterator has failed.")
        else -> IllegalStateException("Unexpected state of the iterator: $state")
    }

    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

package kotlin.collections

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }
}

    if (!iterator.hasNext()) return EmptyIterator
    return iterator<List<T>> {
        val bufferInitialCapacity = size.coerceAtMost(1024)
        val gap = step - size
        if (gap >= 0) {
            var buffer = ArrayList<T>(bufferInitialCapacity)
            var skip = 0
            for (e in iterator) {
                if (skip > 0) {
                    skip -= 1; continue }
                buffer.add(e)
                if (buffer.size == size) {
                    yield(buffer)
                    if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)
                    skip = gap
                }
            }
            if (buffer.isNotEmpty()) {
                if (partialWindows || buffer.size == size) yield(buffer)
            }
        } else {
            var buffer = RingBuffer<T>(bufferInitialCapacity)
            for (e in iterator) {
                buffer.add(e)
                if (buffer.isFull()) {
                    if (buffer.size < size) { buffer = buffer.expanded(maxCapacity = size); continue }
                    buffer.removeFirst(step)
                }
            }
            if (partialWindows) {
                while (buffer.size > step) {
                    yield(if (buffer.isEmpty()) buffer else ArrayList(buffer))
                    buffer.removeFirst(step)
                }
            }
        }
    }
}

internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {
    private var fromIndex: Int = 0
    private var _size: Int = 0

    fun move(fromIndex: Int, toIndex: Int) {
        checkRangeIndexes(fromIndex, toIndex, list.size)
        this.fromIndex = fromIndex
        this._size = toIndex - fromIndex
    }

    override fun get(index: Int): E {
        checkElementIndex(index, _size)

        return list[fromIndex + index]
    }

    override val size: Int get() = _size
}

/**
 * Provides ring buffer implementation.
 *
 * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.
 */
private class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {
    init {
        require(filledSize >= 0) { "ring buffer filled size should not be negative but it is $filledSize" }
        require(filledSize <= buffer.size) { "ring buffer filled size: $filledSize cannot be larger than the buffer size: ${buffer.size}" }
        if (buffer.size < filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.removeFirst(step)
    }

    fun isFull() = buffer.size == filledSize

    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
        @Suppress("UNCHECKED_CAST")
        return buffer.iterator() as T
    }

    override fun removeFirst(step: Int) {
        if (buffer.size == filledSize) {
            buffer = buffer.expanded(maxCapacity = filledSize)
        }
        buffer.removeFirst(step)
    }

    override fun insertAt(position: Int, element: T) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.insertAt(position, element)
    }

    override fun setAt(position: Int, element: T) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.setAt(position, element)
    }

    override fun removeAt(position: Int) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.removeAt(position)
    }

    override fun clear() {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.clear()
    }

    override fun get(index: Int): T {
        @Suppress("UNCHECKED_CAST")
        return buffer.get(index) as T
    }

    override fun set(index: Int, element: T) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.set(index, element)
    }

    override fun add(element: T) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.add(element)
    }

    override fun removeAt(index: Int) {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.removeAt(index)
    }

    override fun size() = buffer.size

    override fun isEmpty() = buffer.isEmpty()

    override fun contains(element: T): Boolean {
        return buffer.contains(element)
    }

    override fun containsAll(elements: Collection<T>): Boolean {
        return buffer.containsAll(elements)
    }

    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
        @Suppress("UNCHECKED_CAST")
        return buffer.iterator() as T
    }

    override fun removeFirst() {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.removeFirst()
    }

    override fun removeLast() {
        if (buffer.size == filledSize) { buffer = buffer.expanded(maxCapacity = filledSize); return }
        buffer.removeLast()
    }

    override fun containsAll(elements: Collection<T>): Boolean {
        return buffer.containsAll(elements)
    }

    override fun lastIndexOf(element: T): Int {
        return buffer.lastIndexOf(element)
    }

    override fun indexOf(element: T): Int {
        return buffer.indexOf(element)
    }

    override fun equals(other: Any?): Boolean {
        return buffer.equals(other)
    }

    override fun hashcode(): Int {
        return buffer.hashcode()
    }

    override fun toString(): String {
        return buffer.toString()
    }
}

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fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) {
        quickSort(array, left, index - 1)
    }
    if (index < right) {
        quickSort(array, index, right)
    }
}

@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int) {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@Suppress("UNCHECKED_CAST")
@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@Suppress("UNCHECKED_CAST")
@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@Suppress("UNCHECKED_CAST")
@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@Suppress("UNCHECKED_CAST")
@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}

@Suppress("UNCHECKED_CAST")
@ExperimentalUnsignedTypes
private fun <T> quickSort(array: Array<T>, left: Int, right: Int): Array<T> {
    if (array.size < this.size) array.copyOf(this.size) else array as Array<T> as Array<T>

    var index = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) {
            i++
        }
        while (array[j] > pivot) {
            j--
        }
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return index
}
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)
*\n@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    AT_MOST_ONCE, AT_LEAST_ONCE, EXACTLY_ONCE, UNKNOWN
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * @param kind InvocationKind
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public class InvocationKind {
    public enum class InvocationKind {
        AT_MOST_ONCE, AT_LEAST_ONCE, EXACTLY_ONCE, UNKNOWN
    }

    /**
     * Specifies the contract of a function.
     */
    @ContractsDsl
    @ExperimentalContracts
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun contract(builder: ContractBuilder.() -> Unit) { }

    public interface ContinuationInterceptor : CoroutineContext.Element {
        companion object Key : CoroutineContext.Key<ContinuationInterceptor>

        fun interceptContinuation(continuation: Continuation<T>): Continuation<T>

        fun releaseInterceptedContinuation(continuation: Continuation<*>) {
            /* do nothing by default */
        }
    }

        @Suppress("UNCHECKED_CAST")
        if (key === Key) this as E else null

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext =
        if (key === Key) EmptyCoroutineContext else this
}

The key that defines the context interceptor.

CoroutineContext.Key<ContinuationInterceptor>:

Returns continuation that wraps the original continuation, thus intercepting all resumptions.

This function is invoked by coroutines framework when needed and the resulting continuations are cached internally per each instance of the original continuation.

This function may simply return original continuation if it does not want to intercept this particular continuation.

When the original continuation completes, coroutine framework invokes

[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if

`interceptContinuation` had previously returned a different continuation instance.

`public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>`

`@param continuation Continuation instance returned by this interceptor's `interceptContinuation` invocation.`

`public fun releaseInterceptedContinuation(continuation: Continuation<T>)`
Persistent context for the coroutine. It is an indexed set of [Element] instances. An indexed set is a mix between a set and a map.

Every element in this set has a unique [Key].

- Returns the element with the given [key] from this context or `null` if none.
- Accumulates entries of this context starting with [initial] value and applying [operation] from left to right to current accumulator value and each element of this context.
- Returns a context containing elements from this context and elements from other context. The elements from this context with the same key as in the other one are dropped.

- Returns the element with the given [key] from this context or `null`.
- Accumulates entries of this context starting with [initial] value and applying [operation] from left to right to current accumulator value and each element of this context.

The elements from this context with the same key as in the other one are dropped.

Persistent context for the coroutine. It is an indexed set of [Element] instances.

Every element in this set has a unique [Key].

- Returns the element with the given [key] from this context or `null`.
- Accumulates entries of this context starting with [initial] value and applying [operation] from left to right to current accumulator value and each element of this context.

The elements from this context with the same key as in the other one are dropped.

// this class is not exposed, but is hidden inside implementations

internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E?
        if (next is CombinedContext) { return it } else { return next }<br>

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }<br>
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    private fun size(): Int {
        var cur = this
        var size = 0
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.next
            if (next is CombinedContext) { return it } else { return next }<br>

            val newLeft = left.minusKey(key)
            return when {
                newLeft === left -> this
                newLeft === EmptyCoroutineContext -> element
                else -> CombinedContext(newLeft, element)
            }
        }
    }

    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }<br>
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    public override fun hashCode(): Int = 0

    public override fun toString(): String = "EmptyCoroutineContext"
}

public override fun plus(context: CoroutineContext): CoroutineContext =
    if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation
    context.fold(this) { acc, element ->
        val removed = acc.minusKey(element.key)
        if (removed === EmptyCoroutineContext) element else {
            // make sure interceptor is always last in the context (and thus is fast to get when present)
            if (interceptor == null) CombinedContext(removed, element) else {
                // make sure interceptor is always last in the context (and thus is fast to get when present)
                val interceptor = removed[ContinuationInterceptor]<br>
                CombinedContext(element, interceptor) else
                CombinedContext(CombinedContext(left, element), interceptor)<br>
            }<br>
        }
    }

public override fun minusKey(key: Key<*>): CoroutineContext {
    element[key]?.let { return left }<br>
    val newLeft = left.minusKey(key)
    return when {
        newLeft === left -> this
        newLeft === EmptyCoroutineContext -> element
        else -> CombinedContext(newLeft, element)<br>
    }

    public override fun hashCode(): Int = 0

    public override fun toString(): String = "EmptyCoroutineContext"
}

--- internal impl ---

// this class is not exposed, but is hidden inside implementations

internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element<br>
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E?
        if (next is CombinedContext) { return it } else { return next }<br>

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)<br>

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }<br>
        val newLeft = left.minusKey(key)<br>
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element<br>
            else -> CombinedContext(newLeft, element)\n        }
    }

    private fun size(): Int {
        var cur = this
        var size = 0
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.next
            if (next is CombinedContext) { return it } else { return next }<br>

            val newLeft = left.minusKey(key)<br>
            return when {
                newLeft === left -> this
                newLeft === EmptyCoroutineContext -> element<br>
                else -> CombinedContext(newLeft, element)\n            }
        }
    }

    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null<br>

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)<br>

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }<br>
        val newLeft = left.minusKey(key)<br>
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element<br>
            else -> CombinedContext(newLeft, element)\n        }
    }

    public override fun hashCode(): Int = 0<br>

    public override fun toString(): String = "EmptyCoroutineContext"
}

--- Base class for [CoroutineContext.Element] implementations ---

public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

--- Empty coroutine context ---

public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0

    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }<br>
        val newLeft = left.minusKey(key)<br>
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element<br>
            else -> CombinedContext(newLeft, element)\n        }
    }

    public override fun hashCode(): Int = 0<br>

    public override fun toString(): String = "EmptyCoroutineContext"
}
private fun contains(element: Element): Boolean =
    get(element.key) == element

    private fun containsAll(context: CombinedContext): Boolean {
        var cur = context
        while (true) {
            if (!contains(cur.element)) return false
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return contains(next as Element)
            }
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        "[{" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
            "$acc, $element"
        } + "}"

    private fun writeReplace(): Any {
        val n = size()
        val elements =
        arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++] =
            element }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) :
        Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        private fun readResolve(): Any =
            elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }

    @file:kotlin.jvm.JvmName("IntrinsicsKt")
    @file:kotlin.jvm.JvmMultifileClass
    package kotlin.coroutines.intrinsics

    import kotlin.coroutines.*
    import kotlin.internal.InlineOnly

    @SinceKotlin("1.3")
    @InlineOnly
    @Suppress("UNUSED_PARAMETER", "RedundantSuspendModifier")
    public suspend inline fun <T>
        suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
        throw
        NotImplementedException("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

    @SinceKotlin("1.3")
    @PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move
    @RedundantSuspendModifier
    public suspend inline fun <T>
        suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
        throw
        NotImplementedException("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

    // This class is Published API via serialized representation of SafeContinuation, don't rename/move\internal enum
class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

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 */

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()/** Performs a bitwise OR operation between the two values. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()/** Performs a bitwise XOR operation between the two values. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()/** Inverts the bits in this value. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()/** Performs a bitwise AND operation between the two values. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short =
    (this.toInt() and other.toInt()).toShort()/** Performs a bitwise OR operation between the two values. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short =
    (this.toInt() or other.toInt()).toShort()/** Performs a bitwise XOR operation between the two values. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short =
    (this.toInt() xor other.toInt()).toShort()/** Inverts the bits in this value. */

*@
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =
    (this.toInt().inv()).toShort()

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 */

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 * Any usage of a declaration annotated with @Experimental should be accepted either by
 * by using the compiler argument `-Xuse-experimental=kotlin.experimental.ExperimentalTypeInference`
 */
@Experimental(level = Experimental.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class ExperimentalTypeInference

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 */

package kotlin.internal

/**
 * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that
 * an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

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 */

package kotlin

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
internal annotation class Exact

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE)
internal annotation class NoInfer

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.TYPE_PARAMETER)
internal annotation class OnlyInputTypes

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the constraint built for the type during type inference should be an inequality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
internal annotation class LowPriorityInOverloadResolution

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the constraint built for the type during type inference should be an inequality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
internal annotation class HighPriorityInOverloadResolution

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the constraint built for the type during type inference should be an inequality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
internal annotation class Between

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 */

package org.jetbrains.kotlin

/**
 * Specifies that the constraint built for the type during type inference should be an inequality one.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY)
internal annotation class NotBetween
changed, allowing the callback to veto the modification. * @param initialValue the initial value of the property. * @param onChange the callback which is called before a change to the property value is attempted. * The value of the property hasn't been changed yet, when this callback is invoked. * If the callback returns ’true’ the value of the property is being set to the new value, * and if the callback returns ’false’ the new value is discarded and the property remains its old value. * @sample samples.properties.Delegates.vetoableDelegat

```kotlin
public inline fun <T> vetoable(initialValue: T,
        crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> =
        object : ObservableProperty<T>(initialValue) {
            override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
        }

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}
```

```
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 *
package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<T>(initialValue: T) :
    ReadWriteProperty<Any?, T> {
        // ... (remaining code)
    }
```

```
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 */

package kotlin.random

import kotlin.math.nextDown

/**
 * An abstract class that is implemented by random number generator algorithms.
 * The companion object Random.Default is the default instance of Random.
 * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
 * @throws IllegalArgumentException if bitCount is negative or zero.
 */
public abstract class Random {
    // ... (remaining code)
}
```

```
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 */

package kotlin.math

/**
 * Represents an `Int` whose lower [bitCount] bits are filled with random values and the remaining upper bits are zero.
 * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.
 * @throws IllegalArgumentException if bitCount is negative or zero.
 */
public abstract class Random {
    // ... (remaining code)
}
```

```
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 */

package kotlin

/**
 * An abstract class that is implemented by random number generator algorithms.
 */
public abstract class Random {
    // ... (remaining code)
}
```

---

Open Source Used In DNAC Platform Antelope 4170
IllegalArgumentException("Cannot get random in empty range: $range")

nextLong(range.first, range.last + 1u)
range.first > Long.MIN_VALUE -> nextLong(range.first - 1u, range.last) + 1u
else -> nextLong()

fun checkRangeBounds(from: Int, until: Int) = require(until > from)
  { boundsErrorMessage(from, until) }
fun checkRangeBounds(from: Long, until: Long) = require(until > from)
  { boundsErrorMessage(from, until) }
fun checkRangeBounds(from: Double, until: Double) = require(until > from)
  { boundsErrorMessage(from, until) }

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

against ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()

public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)

public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw
        IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < UInt.MAX_VALUE ->
        nextUInt(range.first, range.last + 1u)

    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
    else -> nextUInt()

    else
        { boundsErrorMessage(range.first, range.last) }
}

public fun Random.nextULong(): ULong = nextLong().toULong()

public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw
        IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < ULong.MAX_VALUE ->
        nextULong(range.first, range.last + 1uL)

    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1uL, range.last) + 1uL
    else -> nextULong()

    else
        { boundsErrorMessage(range.first, range.last) }
}

val signedFrom = from.toULong() xor ULong.MIN_VALUE
val signedUntil = until.toULong() xor ULong.MIN_VALUE
val signedResult = nextULong(signedFrom, signedUntil) xor ULong.MIN_VALUE
return signedResult.toULong()
the next random `ULong` from the random number generator in the specified `[range]`. 

*Generates a `ULong` random value uniformly distributed in the specified `[range]`; `*` from `range.start` inclusive to `range.endInclusive` inclusive. `*` @throws IllegalArgumentException if `[range]` is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range:
        $range")
    range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)
    else -> nextULong(range.first - 1u, range.last) + 1u
}

/**
 * Fills the specified unsigned byte [array] with random bytes and returns it. `*` @return [array] filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUByteArray(array: UByteArray): UByteArray = nextBytes(array.asByteArray())

/**
 * Creates an unsigned byte array of the specified [size], filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUByteArray(size: Int): UByteArray = nextBytes(size).asUByteArray()

/**
 * Fills a subrange of the specified `UByte` [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUByteArray(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
}
```

```kotlin
@ExperimentalUnsignedTypes
private fun checkUIntRangeBounds(from: UInt, until: UInt) =
    require(until > from) { boundsErrorMessage(from, until) }
@ExperimentalUnsignedTypes
private fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }
```

```kotlin
package kotlin.random

/**
 * Random number generator, algorithm "xorwow" from p. 5 of Marsaglia, "Xorshift RNGs". Cycles after $2^{160} \cdot (2^{32} - 1)$ repetitions. 
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors
 */
internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
        this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shr 1)) xor v0 xor (v0 shr 4)
        v = t
        val addend = 362437
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}
```

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of floating point numbers.
 * Extends `ClosedRange` interface providing custom operation `lessThanOrEquals` for comparing values of range domain type.
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}
```

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of `Comparable` values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {
override fun toString(): String = "$start..$endInclusive"
}

/**
 * A closed range of values of type `Double`.
 *
 * Numbers are compared
with the ends of this range according to IEEE-754.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive
    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b
    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)
    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
            _start == other._start && _endInclusive == other._endInclusive)
    }
    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }
    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this `[Comparable]` value to the specified `[that]` value.
 *
 * Numbers are compared with the ends of this range according to IEEE-
 * 754.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Creates a range from this `Double` value to the specified `[that]` value.
 *
 * Numbers are compared with the ends of this range according to IEEE-
 * 754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified `[element]`.
 *
 * Always returns `false` if the `[element]` is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null && contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}

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 */

package kotlin.reflect

/**
 * Returns a runtime representation of the given reified type `[T]` as an instance of `[KType]`.
 */
@Suppress("unused") // KT-12448
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the `[other]` character, optionally ignoring character case.
 *
 * Two characters are considered the same ignoring case if at least one of the following is `true`:
 *   - The two characters
are the same (as compared by the == operator)
 *   - Applying the method `toUpperCase` to each character produces the same result
 *     * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`
 *     * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`
 *   - The two characters are the same (as compared by the `==` operator)
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false
    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("DNACPlatformAntelope")

open class DNACPlatformAntelope
string and removes the first and the last lines if they are blank (notice difference blank vs empty).

* Doesn’t affect a line if it doesn’t contain [marginPrefix] except the first and the last blank lines.*
* Doesn’t preserve the original line endings.*

* @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
* @sample samples.text.Strings.trimMargin

```kotlin
public fun String.trimMargin(marginPrefix: String = "|'): String =
    replaceIndentByMargin("", marginPrefix)
```

* Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].

* Doesn’t preserve the original line endings.*

* @param marginPrefix non-blank string, which is used as a margin delimiter.
* @sample samples.text.Strings.trimIndent

```kotlin
public fun String.trimIndent(): String = replaceIndent("")
```

* Detects a common minimal indent of all the input lines, removes it from every line and also preserves the first and the last line if lines are blank (notice difference blank vs empty).*

* Doesn’t preserve the original line endings.*

* @sample samples.text.Strings.trimIndent

```kotlin
private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }
```

* @see trimIndent

```kotlin
private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        mapIndexedNotNull { index, value ->
            if ((index == 0 || index == lastIndex) && value.isBlank())
                null
            else
                indentCutFunction(value)?.let(indentAddFunction) ?: value
        }
        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()
}
```

```kotlin
private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -
        indent + line }
}
```

```kotlin
/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character “” quotation mark */
    public const val quote: Char = '\u0022'
    /** The character $ dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & ampersand */
    public const val amp: Char = '\u0026'
    /** The character < less-than sign */
    public const val less: Char = '\u003C'
    /** The character > greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × times */
    public const val times: Char = '\u00D7'
    /** The character ¢ cent */
    public const val cent: Char = '\u00A2'
    /** The character £ pound */
    public const val pound: Char = '\u00A3'
    /** The character § section */
    public const val section: Char = '\u00A7'
    /** The character © copyright */
    public const val copyright: Char = '\u00A9'
    /** The character « leftGuillemete */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » rightGuillemete */
    public const val rightGuillemete: Char = '\u00BB'
    /** The
character &\#xAE; \*\n    public const val registered: Char = '\u00AE'
    /** The character &\#xB0; */
    public const val public const val degree: Char = '\u00B0'
    /** The character &\#xB7; */
    public const val middleDot: Char = '\u00B7'
    /** The character &\#xBD; */
    public const val half: Char = '\u00BD'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ‘ */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character “ */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character ” */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character ” */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
} /*
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 */

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified [index].
     *
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     * Groups are indexed from 1 to the count of groups in the regular expression.
     * @sample samples.text.Regexp.matchDestructuringToGroupValues
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /** A collection of groups matched by the regular expression. */
    public val groups: MatchGroupCollection
    /** A list of matched indexed group values. */
    public val groupValues: List<String>

    @SinceKotlin("1.1")
    vital for understanding how to use regular expressions in Kotlin. The MatchResult interface provides a convenient way to access the results of a match, including the range of the match, the matched substring, and a collection of MatchGroup objects representing the captured groups. The MatchGroupCollection allows accessing groups by their index, while MatchNamedGroupCollection extends this functionality by allowing access to groups by name. This is particularly useful when dealing with complex regular expressions that define named groups. The MatchResult interface is a cornerstone of Kotlin's powerful regex capabilities, enabling developers to efficiently process and analyze text data.
/**
 * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment
 * of group values.
 * component1 corresponds to the value of the first group, component2 of the second, and so on.
 * public val destructured: Destructured get() = Destructured(this)
 * Returns a new [MatchResult] with the results for the next match, starting at the position
 * at which the last match ended (at the character after the last
 * matched character).
 * public fun next(): MatchResult?
 * Provides components for destructuring assignment of group values.
 * [component1] corresponds to the value of the first group, [component2] of the second, and so on.
 * If the group in the regular expression is optional and there were no match captured by that group,
 * corresponding component value is an empty string.
 * *
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */

public class Destructured internal constructor(public val match: MatchResult) {
    // ...
subsequent invocations. * If the clock is monotonic, it can change only from 'true' to 'false', namely, when the clock mark becomes behind the current point of the clock. *

/*
 * public fun hasNotPassedNow(): Boolean =
          elapsedNow().isNegative()?
          @ExperimentalTime
          @SinceKotlin("1.3")
          @kotlin.internal.InlineOnly
          @Deprecated("Subtracting one ClockMark from another is not a well defined operation because these clock marks could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
          @kotlin.internal.InlineOnly
          public inline operator fun ClockMark.minus(other: ClockMark): Duration = throw Error("Operation is disallowed.")
          @ExperimentalTime
          @SinceKotlin("1.3")
          @kotlin.internal.InlineOnly
          @Deprecated("Comparing one ClockMark to another is not a well defined operation because these clock marks could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
          @kotlin.internal.InlineOnly
          public inline operator fun ClockMark.compareTo(other: ClockMark): Int = throw Error("Operation is disallowed.")
          @ExperimentalTime
          @SinceKotlin("1.3")
          @kotlin.internal.InlineOnly
          @Deprecated("Abstract class used to implement clocks that return their readings as [Long] values in the specified [unit].
          * @property unit The unit in which this clock readings are expressed.
          * @SinceKotlin("1.3")
          @ExperimentalTime
          @public abstract class AbstractLongClock(protected val unit: DurationUnit) : Clock {
          /**
           * This protected method should be overridden to return the current reading of the clock expressed as a [Long] number in the unit specified by the [unit] property.
           * @protected abstract fun read(): Long
           * @SinceKotlin("1.3")
           @ExperimentalTime
           @public abstract class TestClock : AbstractLongClock(unit = DurationUnit.NANOSECONDS) {
          private var reading: Long = 0L
          override fun read(): Long = reading
          /**
           * Advances the current reading value of this clock by the specified [duration].
           * @protected fun markNow(): ClockMark =
           * @throws IllegalStateException

Open Source Used In DNAC Platform Antelope
when the reading value overflows as the result of this operation.

    public operator fun plusAssign(duration: Duration)
    { val delta = duration.toDouble(unit) val longDelta = delta.toDouble() reading = if
(longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) { when delta fits in long, add
    it as long
    val newReading = reading + longDelta if (reading xor longDelta >= 0 && reading xor
newReading < 0) overflow(duration) newReading
    } else { when delta is greater than long, add it as double
    val newReading = reading + delta if (newReading > Long.MAX_VALUE ||
newReading < Long.MIN_VALUE) overflow(duration) newReading toLong() } }

private fun overflow(duration: Duration) { throw IllegalArgumentException("TestClock will overflow if its reading
$\{reading\} ns is advanced by $\{duration\}.") }

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license that can be found in the LICENSE.txt file.
 */

package kotlin.time

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another
 * instant. A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITY] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on. * available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration
 * expressed in a particular [duration units] [DurationUnit] * use the functions [toInt], [toLong], and [toDouble] * or
 * the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 * An infinite duration value [Duration.INFINITY] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on. * available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration
 * expressed in a particular [duration units] [DurationUnit] * use the functions [toInt], [toLong], and [toDouble] * or
 * the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_O
F_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) :
Comparable<Duration> {
    // arithmetic operators

    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration = Duration(-value)

    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)

    /** Returns a duration whose value is the difference between this and [other] duration values. */
    public operator fun minus(other: Duration): Duration = Duration(value - other.value)

    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(other: Duration): Duration = Duration(value / other.value)

    /** Returns a duration whose value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()

    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = !isInfinite()
fun isFinite(): Boolean = value.isFinite()// ** Returns the absolute value of this value. The returned value is always non-negative. */
public val absoluteValue: Duration get() = if (isNegative()) -this else this
override
fun compareTo(other: Duration): Int = this.value.compareTo(other.value)
// splitting to components
/**
 * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
 * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
 * `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;
 * `days` represents the whole number of days in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inDays.toLong(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)
/**
 * Splits this duration into hours, minutes, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
 * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
 * `hours` represents the whole number of hours in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
/**
 * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 1_000_000_000;
 * `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
 * `hours` represents the whole number of hours in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
/**
 * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 1_000_000_000;
 * `minutes` represents the whole number of minutes in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =
    action(inSeconds.toLong(), nanosecondsComponent)
/**
 * Splits this duration into milliseconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `milliseconds` represents the whole number of milliseconds in this duration, and its absolute value is less than 1_000;
 * `seconds` represents the whole number of seconds in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (milliseconds: Long, seconds: Int) -> T): T =
    action(inMilliseconds.toLong(), secondsComponent)
/**
 * Splits this duration into microseconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `microseconds` represents the whole number of microseconds in this duration, and its absolute value is less than 1_000_000;
 * `seconds` represents the whole number of seconds in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (microseconds: Long, seconds: Int) -> T): T =
    action(inMicroseconds.toLong(), secondsComponent)
/**
 * Splits this duration into nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000;
 * `seconds` represents the whole number of seconds in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 */
public inline fun <T> toComponents(action: (nanoseconds: Long, seconds: Int) -> T): T =
    action(inNanoseconds.toLong(), secondsComponent)
public val days: Double get() = toDouble(DurationUnit.DAYS)  /** The value of this duration expressed as a [Double] number of days. */
public val hours: Double get() = toDouble(DurationUnit.HOURS)  /** The value of this duration expressed as a [Double] number of hours. */
public val minutes: Double get() = toDouble(DurationUnit.MINUTES)  /** The value of this duration expressed as a [Double] number of minutes. */
public val seconds: Double get() = toDouble(DurationUnit.SECONDS)  /** The value of this duration expressed as a [Double] number of milliseconds. */
public val nanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)  // shortcuts

public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)  /** Returns the value of this duration expressed as a [Long] number of nanoseconds. */

public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)  /** Returns the value of this duration expressed as a [Long] number of milliseconds. */

override fun toString(): String = when {
    isInfinite() -> value.toString()
    value == 0.0 -> "0s"
    else -> {
        val absNs = absoluteValue.inNanoseconds
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            absNs < 1e-6 -> DurationUnit.SECONDS.also { scientific = true }
            absNs < 1 -> DurationUnit.NANOSECONDS
            absNs < 1e3 -> DurationUnit.NANOSECONDS
            absNs < 1e6 -> DurationUnit.MICROSECONDS
            absNs < 1000e9 -> DurationUnit.SECONDS
            absNs < 60_000e9 -> DurationUnit.MINUTES
            absNs < 3600_000e9 -> DurationUnit.HOURS
            absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
            else -> DurationUnit.DAYS.also { scientific = true }
        }
        val value = toDouble(unit)
        when {
            scientific -> formatScientific(value)
            maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
            else -> formatToExactDecimals(value, precision(abs(value))) + unit.shortName()
        }
    }
}

private fun precision(value: Double): Int = when {
    value < 1 -> 3
    value < 10 -> 2
    value < 100 -> 1
    else -> 0
}

public fun toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
    if (isInfinite()) return value.toString()
    val absNs = absoluteValue.inNanoseconds
    val value = Double(absNs)
    return when {
        absNs < 1e6 -> formatToExactDecimals(value, decimals.coerceAtMost(12)) + unit.shortName()
        else -> formatScientific(value)
    }
}

public fun toStringDefault(): String = when {
    isInfinite() -> "Infinity"
    value == 0.0 -> "0s"
    else -> {
        val absNs = absoluteValue.inNanoseconds
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            absNs < 1e-6 -> DurationUnit.SECONDS.also { scientific = true }
            absNs < 1 -> DurationUnit.NANOSECONDS
            absNs < 1e3 -> DurationUnit.NANOSECONDS
            absNs < 1e6 -> DurationUnit.MICROSECONDS
            absNs < 1000e9 -> DurationUnit.SECONDS
            absNs < 60_000e9 -> DurationUnit.MINUTES
            absNs < 3600_000e9 -> DurationUnit.HOURS
            absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
            else -> DurationUnit.DAYS.also { scientific = true }
        }
        val value = toDouble(unit)
        when {
            scientific -> formatScientific(value)
            maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
            else -> formatToExactDecimals(value, precision(abs(value))) + unit.shortName()
        }
    }
}

fun Duration.toStringDefault(): String = when {
    isInfinite() -> "Infinity"
    value == 0.0 -> "0s"
    else -> {
        val absNs = absoluteValue.inNanoseconds
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            absNs < 1e-6 -> DurationUnit.SECONDS.also { scientific = true }
            absNs < 1 -> DurationUnit.NANOSECONDS
            absNs < 1e3 -> DurationUnit.NANOSECONDS
            absNs < 1e6 -> DurationUnit.MICROSECONDS
            absNs < 1000e9 -> DurationUnit.SECONDS
            absNs < 60_000e9 -> DurationUnit.MINUTES
            absNs < 3600_000e9 -> DurationUnit.HOURS
            absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
            else -> DurationUnit.DAYS.also { scientific = true }
        }
        val value = toDouble(unit)
        when {
            scientific -> formatScientific(value)
            maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
            else -> formatToExactDecimals(value, precision(abs(value))) + unit.shortName()
        }
    }
}

val abs value

of this duration (see [toComponents])\n* and \(^{\prime}\) is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either\n* 0, 3, 6, or 9 decimal digits.\n* If the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with [Int.MAX_VALUE].\n* Negative durations are indicated with the sign \(^{-}\) in the beginning of the returned string, for example, \"^{-PT3M30S}\".\n* @sample samples.time.Durations.toString.\n* public fun toString(): String = buildString {\n  if (isNegative()) append("^{-}\n  append("PT")\n  absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->\n    if (hasHours) {\n      append(hours).append('H')\n    }\n    if (hasMinutes) {\n      append(minutes).append('M')\n    }\n    if (hasSeconds || (!hasHours && !hasMinutes)) {\n      append(seconds)\n      if (nanoseconds != 0) {\n        append('.')\n        val nss = nanoseconds.toString().padStart(9, '0')\n        when {\n          nanoseconds % 1_000_000 == 0 -> append(nss, 0, 3)\n          nanoseconds % 1_000 == 0 -> append(nss, 0, 6)\n          else -> append(nss)\n        }\n      } else -> append('S')\n    }\n  }\n}\n* @sample samples.time.Durations.toIsoString.\n* public fun toIsoString(): String = buildString {\n  if (isNegative()) append('-')\n  append("PT")\n  absoluteValue.toComponents { hours, minutes, seconds, nanoseconds, nanoseconds ->\n    if (hasHours) {\n      append(hours).append('H')\n    }\n    if (hasMinutes) {\n      append(minutes).append('M')\n    }\n    if (hasSeconds || (!hasHours && !hasMinutes)) {\n      append(seconds)\n      if (nanoseconds != 0) {\n        append('.')\n        val nss = nanoseconds.toString().padStart(9, '0')\n        when {\n          nanoseconds % 1_000_000 == 0 -> append(nss, 0, 3)\n          nanoseconds % 1_000 == 0 -> append(nss, 0, 6)\n          else -> append(nss)\n        }\n      } else -> append('S')\n    }\n  }\n}\n* // constructing from number of units\n* // extension functions\n* // Returns a [Duration] equal to this [Int] number of the specified [unit].\n* @sample samples.time.Durations.toInt\n* fun Int.toInt(unit: DurationUnit): Duration = toDouble().toInt(unit)\n* @sample samples.time.Durations.toLong\n* public fun toLong(unit: DurationUnit): Long = toDouble().toLong(unit)\n* @sample samples.time.Durations.toDouble\n* fun Double.toDouble(unit: DurationUnit): Double = Duration(convertDurationUnit(this, unit, storageUnit))\n* // constructing from number of units\n* // extension properties\n* // Returns a [Duration] equal to this [Int] number of nanoseconds.\n* @sample samples.time.Durations.nanoseconds\n* val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n* // Returns a [Duration] equal to this [Long] number of nanoseconds.\n* @sample samples.time.Durations.nanoSeconds\n* val Long.nanoSeconds get() = toDuration(DurationUnit.NANOSECONDS)\n* // Returns a [Duration] equal to this [Double] number of nanoseconds.\n* @sample samples.time.Durations.nanoSeconds\n* val Double.nanoSeconds get() = toDuration(DurationUnit.NANOSECONDS)\n* // Returns a [Duration] equal to this [Int] number of microseconds.\n* @sample samples.time.Durations.microseconds\n* val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n* // Returns a [Duration] equal to this [Long] number of microseconds.\n* @sample samples.time.Durations.microseconds\n* val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n* // Returns a [Duration] equal to this [Double] number of microseconds.\n* @sample samples.time.Durations.microseconds\n* val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n* // Returns a [Duration] equal to this [Int] number of milliseconds.\n* @sample samples.time.Durations.milliseconds\n* val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n* // Returns a [Duration] equal to this [Long] number of milliseconds.\n* @sample samples.time.Durations.milliseconds\n* val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n* // Returns a [Duration] equal to this [Double] number of milliseconds.\n* @sample samples.time.Durations.milliseconds\n* val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n* // Returns a [Duration] equal to this [Int] number of seconds.\n* @sample samples.time.Durations.seconds\n* val Int.seconds get() = toDuration(DurationUnit.SECONDS)\n* // Returns a [Duration] equal to this [Long] number of seconds.\n* @sample samples.time.Durations.seconds\n* val Long.seconds get() = toDuration(DurationUnit.SECONDS)\n* // Returns a [Duration] equal to this [Double] number of seconds.\n* @sample samples.time.Durations.seconds\n* val Double.seconds get() = toDuration(DurationUnit.SECONDS)\n* // Returns a [Duration] equal to this [Int] number of minutes.\n* @sample samples.time.Durations.minutes\n* val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n* // Returns a [Duration] equal to this [Long] number of minutes.\n* @sample samples.time.Durations.minutes\n* val Long.minutes get() = toDuration(DurationUnit.MINUTES)
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() = toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() = toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() = toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() = toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() = toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() = toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() = toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double): String
internal expect fun formatScientific(value: Double): String

import kotlin.jvm.JvmMultifileClass
import kotlin.jvm.JvmName

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
 * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
 * Time unit representing one microsecond, which is 1/1000 of a millisecond.
 * Time unit representing one millisecond, which is 1/1000 of a second.
 * Time unit representing one second.
 * Time unit representing one minute.
 * Time unit representing one hour.
 * Time unit representing one day, which is always equal to 24 hours.
 * Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
annotated with `@ExperimentalTime` must be accepted either by
* annotating that usage with the
[UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTime::class)`,
* or by using the compiler argument `-Xuse-experimental=kotlin.time.ExperimentalTime`
*
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*
* The elapsed time is measured with [MonoClock].
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
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* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
* The elapsed time is measured with the specified `this` [Clock] instance.
*
override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major &&
                this.minor >= minor)

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor,
        this.major > major || (this.major == major &&
                (this.minor > minor || this.minor == minor &&
                        this.patch >= patch))

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        // NOTE: Must be placed before CURRENT because its
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 61) // value is written here automatically during build
    }
}

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral
        KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is

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 * the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 * To create an instance of
 * [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of
     * the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this
     * Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been
     * already initialized, and `false`
     * otherwise.
     * Once this function has returned `true` it stays `true` for the rest of
     * lifetime of this Lazy instance.
     */
    public fun isInitialized(): Boolean = // this.isInitialized()

    /**
     * Specifies how a [Lazy] instance synchronizes initialization
     * among multiple threads.
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure
         * that only a single thread can initialize the [Lazy] instance.
         */
        SYNCHRONIZED,

        /**
         * An extension to delegate a read-only property of type [T] to an instance of
         * [Lazy]. This extension allows to use instances of Lazy for property delegation.
         */
        NONE,

        /**
         * This mode should not be used unless the [Lazy] instance
         * is guaranteed never to be initialized from more than one thread
         */
        PUBLICATION,

        /**
         * No locks are used to synchronize an access to the [Lazy] instance value; if
         * the instance is accessed from multiple threads, its behavior is undefined.
         */
        UNINITIALIZED_VALUE,

        /**
         * Specifies how a [Lazy] instance synchronizes initialization
         * among multiple threads.
         */
        UNINITIALIZED_VALUE
    }

    @receiver KProperty0<*>.getValue(thisRef: Any?, property: KProperty): T

    @receiver KProperty0<*>.getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode

    companion object {

        @receiver KProperty0<*>::getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode
        // Implementation is

    }
}

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T> {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override fun isInitialized(): Boolean = // this.isInitialized()

    override fun getValue(thisRef: Any?, property: KProperty): T
        get() = throw NotInitializedException("Implementation is

    // Implementation is

    companion object {

        @receiver KProperty0<*>::getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode
        // Implementation is

    }
}

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral
        KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is

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 * the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 * To create an instance of
 * [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of
     * the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this
     * Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been
     * already initialized, and `false`
     * otherwise.
     * Once this function has returned `true` it stays `true` for the rest of
     * lifetime of this Lazy instance.
     */
    public fun isInitialized(): Boolean = // this.isInitialized()

    /**
     * Specifies how a [Lazy] instance synchronizes initialization
     * among multiple threads.
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure
         * that only a single thread can initialize the [Lazy] instance.
         */
        SYNCHRONIZED,

        /**
         * An extension to delegate a read-only property of type [T] to an instance of
         * [Lazy]. This extension allows to use instances of Lazy for property delegation.
         */
        NONE,

        /**
         * This mode should not be used unless the [Lazy] instance
         * is guaranteed never to be initialized from more than one thread
         */
        PUBLICATION,

        /**
         * No locks are used to synchronize an access to the [Lazy] instance value; if
         * the instance is accessed from multiple threads, its behavior is undefined.
         */
        UNINITIALIZED_VALUE,

        /**
         * Specifies how a [Lazy] instance synchronizes initialization
         * among multiple threads.
         */
        UNINITIALIZED_VALUE
    }

    @receiver KProperty0<*>.getValue(thisRef: Any?, property: KProperty): T

    @receiver KProperty0<*>.getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode

    companion object {

        @receiver KProperty0<*>::getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode
        // Implementation is

    }
}

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T> {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override fun isInitialized(): Boolean = // this.isInitialized()

    override fun getValue(thisRef: Any?, property: KProperty): T
        get() = throw NotInitializedException("Implementation is

    // Implementation is

    companion object {

        @receiver KProperty0<*>::getDelegate(thisRef: Any?, property: KProperty): LazyThreadSafetyMode
        // Implementation is

    }
}
@Suppress("UNCHECKED_CAST")
            return _value as T
        }

    override fun isInitialized():
        = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())
        value.toString() else "Lazy value not initialized yet.";

    private fun writeReplace(): Any =
        InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>,
    Serializable {

    override fun isInitialized(): Boolean = true

    override fun toString(): String =
        value.toString()

}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("NumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeHighestOneBit(): Long

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.takeLowestOneBit(): Long

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long
multiple of \([\text{Long.SIZE_BITS}]\) (64) returns the same number, or more generally:
\[ \text{number.rotateLeft(n)} == \text{number.rotateLeft(n \% 64)} \]
\[ *n\text{number.rotateRight(n)} == \text{number.rotateRight(n \% 64)} \]
\[ \text{number.rotateLeft(n)} == \text{number.rotateRight(n)} \]

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun
Long.rotateLeft(bitCount: Int): Long

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun
Long.rotateRight(bitCount: Int): Long
```

```kotlin
/*
 * Rotates the binary representation of this [Long] number right by the
 * specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number
 * as the most significant bits on the left side.
 * `number.rotateRight(n) == number.rotateLeft(n \% 64)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun
Long.rotateRight(bitCount: Int): Long
```

```
```
having a single bit set in the position of the most significant set bit of this [Short] number.\n* or zero, if this number is zero.\n*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun

```
Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n
```
public override fun toString(): String = \"(\$first, \$second, \$third)\"}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
public fun <T> Triple<T, T, T>.toList(): List<T> =
    listOf(first, second, third)

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /**
         * An empty range of values of type UInt.
         */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty.
     */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUByte()

    /**
     * Returns the next value in the sequence without boxing.
     */
    public abstract fun nextUByte(): UInt
}

/**
 * An iterator over a sequence of values of type `UByte`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /**
     * Returns the next value in the sequence without boxing.
     */
    public abstract fun nextUByte(): UByte
}

/**
 * An iterator over a sequence of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /**
     * Returns the next value in the sequence without boxing.
     */
    public abstract fun nextUShort(): UShort
}
public abstract fun nextUShort(): UShort

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

/** A range of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() +
        last xor (last shr 32)).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type ULong. */
        public val EMPTY: ULongRange =
            ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/** A progression of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression
    internal constructor(
            start: ULong,
            endInclusive: ULong,
            step: Long
    ) : Iterable<ULong> {
    init {
        if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation."
        )
    }

    /** The first element in the progression. */
    public val first: ULong = start

    /** The last element in the progression. */
    public val last: ULong = getProgressionLastElement(ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE), 0)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =
        if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongProgression &&
        (isEmpty() && other.isEmpty() ||
                first == other.first && last ==
        other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() +
        last xor (last shr 32)).toInt() + step xor (step ushr 32))

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step-${step}

    companion object {
        /** Creates ULongProgression within the specified bounds of a closed range. */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression =
            ULongProgression(rangeStart, rangeEnd, step)
    }
}
Returns the smaller of two values.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
```

@file:kotlin.jvm.JvmName("UNumbersKt")

package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()
number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

```kotlin
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n *\n * number.rotateLeft(n % 64)\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the right side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *\n * number.rotateRight(-n) == number.rotateLeft(n)\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n *\n * number.rotateRight(n % 64)\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun UByte.countOneBits(): Int = toUInt().countOneBits()\n\n/**\n * Counts the number of set bits in the binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.3.1")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl\nypublic inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()\n\n/**\n * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n *\n * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally\n *\n * number.rotateLeft(n % 8)\n
Open Source Used In DNAC Platform Antelope 4193
```
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

/**
 * Rotates the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally
 * `number.rotateRight(n) == number.rotateRight(n % 8)`
 */

public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

/**
 * Counts the number of set bits in the binary representation of this [UByte] number.
 *
 */

public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.
 *
 */

public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.
 *
 */

public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number, or zero, if this number is zero.
 */

public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number, or zero, if this number is zero.
 */

public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * `number.rotateLeft(-n) == number.rotateRight(n)`
 * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally
 * `number.rotateLeft(n) == number.rotateLeft(n % 16)`
 */

public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally
 * `number.rotateRight(n) == number.rotateRight(n % 16)`
 */

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@file:UseExperimental(ExperimentalUnsignedTypes::class)
package kotlin.internal

internal fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

internal fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range
 * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 */
`step > 0` and `start <= end`, or `step < 0` and `start >= end`.

* @param start first element of the progression
* @param end ending bound for the progression
* @param step step increment, or difference of successive elements in the progression
* @return the final element of the progression
* @suppress

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * either `step > 0` and `start <= end`, or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers
package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/*
 * Copyright 2010-2018 JetBrains s.r.o.
 * and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
toUShortOrNull(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as an \[UByte\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? =
    toUByteOrNull(radix = 10)\n
/**
 * Parses the string as a \[UShort\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
    toUShortOrNull(radix = 10)\n
/**
 * Parses the string as a \[UInt\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? =
    toUIntOrNull(radix = 10)\n
/**
 * Contains utility functions to parse strings as numbers.\n
/**
 * Parses the string as an \[ULong\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? =
    toULongOrNull(radix = 10)\n
/**
 * Parses the string as a \[UByte\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte.

/**
 * Parses the string as an \[UShort\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort.

/**
 * Parses the string as a \[UInt\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte.

/**
 * Parses the string as an \[UShort\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? =
    toUByteOrNull(radix = 10)\n
/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
    toUShortOrNull(radix = 10)\n
/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? =
    toUIntOrNull(radex = 10)\n
/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? =
    toULongOrNull(radix = 10)\n
/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte.

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte.

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as a \[UInt\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt.

/**
 * Parses the string as an \[ULong\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong.

/**
 * Parses the string as a \[UByte\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes

/**
 * Parses the string as an \[UShort\] number and returns the result
 * or `null` if the string is not a valid representation of a number.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    val length = this.length
    if (length == 0) return null
    val limit = ULong.MAX_VALUE
    val start: Int
    val firstChar = this[0]
    if (firstChar == '+') {
        start = 1
    } else {
        start = 0
    }
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limit / uradix) {
            if (limit / uradix == limit / 36) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= uradix
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }
    return result
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - sin(NaN) is NaN
 * - sin(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/**
 * Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - cos(NaN) is NaN
 * - cos(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/**
 * Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - tan(NaN) is NaN
 * - tan(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/**
 * Computes the arc sine of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - asin(0) is 0
 * - asin(x) is NaN when x is outside the range from -1 to 1
 */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/**
 * Computes the arc cosine of the value [x] in the range from 0 to `PI` radians.
 * Special cases:
 * - acos(0) is PI/2
 * - acos(x) is NaN when x is outside the range from -1 to 1
 */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/**
 * Computes the arc tangent of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - atan(0) is 0
 * - atan(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/**
 * Computes the arc cotangent of the value [x] in the range from 0 to `PI` radians.
 * Special cases:
 * - cotan(0) is 0
 * - cotan(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun cotan(x: Double): Double

/**
 * Computes the arc secant of the value [x] in the range from 1 to `PI` radians.
 * Special cases:
 * - sec(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun sec(x: Double): Double

/**
 * Computes the arc cosecant of the value [x] in the range from 1 to `PI` radians.
 * Special cases:
 * - csc(x) is NaN when x is NaN
 */
@SinceKotlin("1.2")
public expect fun csc(x: Double): Double

/**
 * Computes the polar coordinates (r, theta) from rectangular coordinates (x, y) by computing the arc tangent of the value [y] / [x] in the range from `-PI` to `PI` radians.
 * Special cases:
 * - atan2(0,0) is 0
 * - atan2(x,0) is 0 for x > 0
 * - atan2(0,x) is 0 for y > 0
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null
    val limit = ULong.MAX_VALUE
    val start: Int
    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 ||
            firstChar == '+') return null
        start = 1
    } else {
        start = 0
    }
    val limitBeforeMul = limit / uradix
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limit / 36) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= uradix
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }
    return result
}
for `x < 0`\n - `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`\n - `atan2(y, +Inf)` is `PI` for `y < +Inf` and `-PI` for `-Inf` for `y < 0`\n - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n - `atan2(+Inf, x)` is `PI/2` for finite `x`\n - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n
```java
@SinceKotlin("1.2")
public expect fun atan2(y: Double, x: Double): Double

/**
 * Computes the hyperbolic sine of the value [x].\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n * @see [sin\n * @SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/**
 * Computes the hyperbolic cosine of the value \n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf)` is `+Inf`\n * - `cosh(-Inf)` is `-Inf`\n * @see [cos\n * @SinceKotlin("1.2")
public expect fun cosh(x: Double): Double

/**
 * Computes the hyperbolic tangent of the value \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `+Inf`\n * - `tanh(-Inf)` is `-Inf`\n * @see [tan\n * @SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

/**
 * Computes the inverse hyperbolic sine of the value [x].\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n * @SinceKotlin("1.2")
public expect fun asinh(x: Double): Double

/**
 * Computes the inverse hyperbolic cosine of the value \n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(+Inf)` is `+Inf`\n * - `acosh(-Inf)` is `-Inf`\n * @SinceKotlin("1.2")
public expect fun acosh(x: Double): Double

/**
 * Computes the inverse hyperbolic tangent of the value \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(1.0)` is `-Inf`\n * - `tanh(-1.0)` is `-Inf`\n * @SinceKotlin("1.2")
public expect fun atanh(x: Double): Double

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n * Special cases:\n * - returns `-Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n * @SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double

/**
 * Computes Euler's number `e` raised to the power of the value \n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n * @SinceKotlin("1.2")
public expect fun exp(x: Double): Double

/**
 * Computes `exp(x) - 1`\n * This function can be implemented to produce more precise result for \n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-Inf`\n * @SinceKotlin("1.2")
public expect fun expm1(x: Double): Double

/**
 * Computes the natural logarithm (base `E`) of the value \n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * @SinceKotlin("1.2")
public expect fun ln(x: Double): Double

/**
 * Computes the common logarithm (base 10) of the value \n * @see [ln\n * @SinceKotlin("1.2")
public expect fun log10(x: Double): Double

/**
 * Computes the binary logarithm (base 2) of the value \n * @SinceKotlin("1.2")
public expect fun log2(x: Double): Double

/**
 * Computes `ln1p(x)`\n * This function can be implemented to produce more precise result for \n * @SinceKotlin("1.2")
public expect fun ln1p(x: Double): Double

/**
 * Rounds the given value \n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * @SinceKotlin("1.2")
public expect fun ceil(x: Double): Double
```
integer towards negative infinity.

@return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.

Special cases:
- 'floor(x)' is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' or already a mathematical integer.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun floor(x: Double): Double

/**
 * Rounds the given value [x] to the closest integer with ties rounded towards even integer.

Special cases:
- 'round(x)' is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' or already a mathematical integer.
- Returns the sign of the given value [x] if the value is negative.
- If the value is zero, then the result is 'NaN'.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun round(x: Double): Double

/**
 * Returns the absolute value of the given value [x].

Special cases:
- 'abs(NaN)' is 'NaN'.
- Returns the absolute value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect val abs(x: Double): Double

/**
 * Returns the sign of the given value [x]:

- `-1.0` if the value is negative,
- `0.0` if the value is zero,
- `1.0` if the value is positive.

Special case:
- 'sign(NaN)' is `NaN'.
- Returns the sign of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun sign(x: Double): Double

/**
 * Returns the smaller of two values.

If either value is 'NaN', then the result is 'NaN'.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.

If either value is 'NaN', then the result is 'NaN'.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double

/**
 * Raises this value to the power [x].

Special cases:
- 'b.pow(0.0)' is '1.0'.
- 'b.pow(1.0)' is 'b'.
- 'b.pow(NaN)' is 'NaN'.
- 'b.pow(x)' is 'NaN' for 'x' != 0.0.
- 'b.pow(x)' is 'NaN' for 'x > 0' and 'x' is finite and not an integer.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun Double.pow(x: Double): Double

/**
 * Raises this value to the integer power [n].

Special cases:
- 'b.pow(0)' is '1'.
- 'b.pow(1)' is 'b'.
- 'b.pow(NaN)' is 'NaN'.
- 'b.pow(x)' is 'NaN' for 'b < 0' and 'x' is finite.
- Returns the value of the given value [x] if there is no special case.

@sinceKotlin("1.2")
public expect fun Double.pow(n: Int): Double

/**
 * Returns the absolute value of this value.

Special case:
- Returns the absolute value of this value if there is no special case.

@sinceKotlin("1.2")
public expect val Double.absoluteValue: Double

/**
 * Returns the sign of this value:

- `-1.0` if the value is negative,
- `0.0` if the value is zero,
- `1.0` if the value is positive.

Special case:
- 'NaN.sign' is `NaN`. 
- Returns the sign of this value if there is no special case.

@sinceKotlin("1.2")
public expect val Double.sign: Double

/**
 * Returns this value with the sign bit same as of the [sign] value.

If [sign] is 'NaN' the sign of the result is undefined.

@sinceKotlin("1.2")
public expect fun Double.withSign(sign: Double): Double

/**
 * Returns this value with the sign bit same as of the [sign] value.

@sinceKotlin("1.2")
public expect fun Double.withSign(sign: Int): Double

/**
 * Returns the ulp (unit in the last place) of this value.

A ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
- 'NaN.ulp' is 'NaN'.
- 'Inf.ulp' is 'Inf'.
- 'x.ulp' is '+Inf' when 'x' is '+Inf' or '-Inf'.
- '0.0.ulp' is 'Double.MIN_VALUE'.

@sinceKotlin("1.2")
public expect val Double.ulp: Double

/**
 * Returns the value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.

@sinceKotlin("1.2")
public expect fun Double.nextDown(): Double

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.

@sinceKotlin("1.2")
public expect fun Double.nextUp(): Double
Double.roundToLong(): Long

// endregion


// region ================ Float Math

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

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN)` is `NaN`
 * - `sin(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN)` is `NaN`
 * - `cos(±Inf)` is `±1`
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN)` is `NaN`
 * - `tan(±Inf)` is `±Inf`
 */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/** Computes the arcsine of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asin(NaN)` is `NaN`
 * - `asin(±Inf)` is `±Inf`
 * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/** Computes the arccosine of the value [x] in the range from `0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is `NaN`
 * - `acos(±Inf)` is `±Inf`
 * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/** Computes the arctangent of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is `NaN`
 * - `atan(±Inf)` is `±Inf`
 * - `atan(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun atan(x: Float): Float

/** Computes the arccotangent of the value [x] in the range from `0` to `PI` radians.
 * Special cases:
 * - `acot(NaN)` is `NaN`
 * - `acot(±Inf)` is `±Inf`
 * - `acot(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun acot(x: Float): Float

/** Computes the arcsecant of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asec(NaN)` is `NaN`
 * - `asec(±Inf)` is `±Inf`
 * - `asec(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun asec(x: Float): Float

/** Computes the arccosecant of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `acsc(NaN)` is `NaN`
 * - `acsc(±Inf)` is `±Inf`
 * - `acsc(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun acsc(x: Float): Float

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN)` is `NaN`
 * - `sinh(±Inf)` is `±Inf`
 * - `sinh(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(±Inf)` is `±Inf`
 * - `cosh(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(±Inf)` is `±1`
 * - `tanh(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/** Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * - `sqrt(±Inf)` is `±Inf`
 * - `sqrt(x)` is `NaN`, when `abs(x)` > 1 or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun hypot(x: Float, y: Float): Float

/** Computes the positive square root of the value [x].
 * Special cases:
 * - `sqrt(x)` is `NaN`, when `x` < 0 or `x` is `NaN`
 */
@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float

/** Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 * - `exp(NaN)` is `NaN`
 * - `exp(±Inf)` is `±Inf`
 * - `exp(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")
public expect fun exp(x: Float): Float

/** Computes `expm1(x)`.
 * Special cases:
 * - `expm1(NaN)` is `NaN`
 * - `expm1(±Inf)` is `±Inf`
 * - `expm1(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Float): Float

/** Computes the logarithm of the value [x] to the given [base].
 * Special cases:
 * - `log(0, x)` is `NaN` if either `x` or `b` are
 */
@SinceKotlin("1.2")
public expect fun log(x: Float, b: Float): Float
'NaN' \* - \log(x, b)' is 'NaN' when x < 0 or b <= 0 or b == 1.0 \* - \log(+Inf, +Inf)' is 'NaN' \* - \log(+Inf, b)' is '+Inf' for b > 1 and '-Inf' for b < 1 \* - \log(0.0, b)' is '-Inf' for b > 1 and '+Inf' for b > 1 \* \* \* \* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

\*@SinceKotlin("1.2")\*public expect fun \*log(x: Float, base: Float)\* Computes the natural logarithm (base 'E') of the value x: \*\* Special cases: x: \* - \ln(NaN)' is 'NaN' \* - \ln(x)' is 'NaN' when x < 0.0 \* - \ln(+Inf)' is '+Inf' \* - \ln(0.0)' is '-Inf'. \*@SinceKotlin("1.2")\*public expect fun ln(x: Float): \*\* Computes the binary logarithm (base 2) of the value x: \*\* \* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

\*@SinceKotlin("1.2")\*public expect fun ln1p(x: Float): \*\* Returns the smaller of two values.

\*@SinceKotlin("1.2")\*public expect fun abs(x: Float): \*\* Returns the sign of the given value:

\*@SinceKotlin("1.2")\*public expect fun sign(x: Float): \*\* Returns the absolute value of the given value:

\*@SinceKotlin("1.2")\*public expect fun truncate(x: Float): \*\* Returns the absolute value of this value.

\*@SinceKotlin("1.2")\*public expect fun withSign(sign: Int): Float\* withSign(sign: Float): Float\* Returns this value with the sign bit same as of the [sign] value.

\*@SinceKotlin("1.2")\*public expect func Float\* **abs**\* \*\* Returns the absolute value of this value.

\*@SinceKotlin("1.2")\*public expect func Float\* **max**\* Returns the sign of this value:

\*@SinceKotlin("1.2")\*public expect func Float\* **min**\* Returns the absolute value of this value:

\*@SinceKotlin("1.2")\*public expect func Float\* **pow**\* Returns this value with the sign bit same as of the [sign] value.

\*@SinceKotlin("1.2")\*public expect func Float\* **sign**\* Returns this value with the sign bit same as of the [sign] value.

\*@SinceKotlin("1.2")\*public expect func Float\* **round**\* Returns the sign of this value:

\*@SinceKotlin("1.2")\*public expect func Float\* **roundToInt**\* Returns the sign of this value:

\*@SinceKotlin("1.2")\*public expect func Float\* **sign**\* Returns the sign of this value:

\*@SinceKotlin("1.2")\*public expect func Float\* **withSign**\* Returns this value with the sign bit same as of the [sign] value.
Float.roundToInt(): `Int.minValue` * Rounds this [Float] value to the nearest integer and converts the result to [Long]. * Ties are rounded towards positive infinity. * Special cases:* - `x.roundToInt() == Int.minValue` when `x < Int.minValue` * - `x.roundToInt() == Long.MAX_VALUE` when `x > Long.MAX_VALUE` * Returns the absolute value of the given value [n]. * Special cases:* - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow

```java
/**
 * Rounds this [Int] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 *   - `Int.minValue` is `Int.minValue` due to an overflow
 *   - `Int.minValue` is `Int.minValue` due to an overflow
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
public expect fun Int.minValue(): Long

/**
 * Rounds this [Int] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 *   - `Int.minValue` is `Int.minValue` due to an overflow
 *   - `Int.minValue` is `Int.minValue` due to an overflow
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
public expect fun Int.roundToInt(): Int
```
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AA,2B;QAaHb,OAaGb,cAAhB,c;UAaGb,y;UBaCZ,UAaBiD,WA+BvC,CAAY,OAAZ,C;UZj9BP,UA;UDPP,YY
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Found in path(s):
* /opt/cola/permits/1177762212_1625439481.48/0/kotlin-1-3-61-tgz/package/kotlin.js.map

1.1148 babel-plugin-syntax-nullish-coalescing-operator 7.8.3
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1.1150 batik-slideshow 1.13

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* /opt/cola/permits/1146690685_1616597796.72/0/batik-slideshow-1-13-sources-1-
jar/org/apache/batik/apps/slideshow/Main.java
No license file was found, but licenses were detected in source scan.

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INF/maven/org.apache.xmlgraphics/batik-slideshow/pom.xml

1.1151 engine.io-parser 1.3.2

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1.1152 mime 2.4.4

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1.1153 yargs-parser 18.1.3

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1.1154 avatica 1.17.0
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 */

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/util/CopyOnWriteMap.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/util/AbstractCopyOnWriteMap.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSO encoder.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/types/ObjectId.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonScanner.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/io/ByteBufferBsonInput.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/ValueCodecProvider.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonMaxKey.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/LazyMissingCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonSymbolCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/configuration/CodecProvider.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSO N.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/ internal/UuidHelper.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/StrictCharacterStreamJsonWriter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonBinarySubType.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/UuidCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/UuidCodec.java
1.1165 js-yaml 3.14.0
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1.1167 is-yarn-global 0.3.0

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1.1168 jsreport-core 2.10.1

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1.1170 babel-plugin-transform-es2015-for-of
6.23.0 6.23.0
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**1.1173 woodstox-core 5.0.3**

**1.1173.1 Available under license:**

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```xml
<name>The Apache License, Version 2.0</name>
```

Found in path(s):

* /opt/cola/permits/1135953508_1613640887.59/0/woodstox-core-5-0-3-3-jar/META-INF/maven/com.fasterxml.woodstox/woodstox-core/pom.xml

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Manifest-Version: 1.0
Bnd-LastModified: 1472011116283
Build-Jdk: 1.7.0_79
Built-By: tatu
Bundle-Description: Woodstox is a high-performance XML processor that implements Stax (JSR-173), SAX2 and Stax2 APIs
Bundle-DocURL: https://github.com/FasterXML/woodstox
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Woodstox
Bundle-SymbolicName: com.fastern.xml.woodstox.woodstox-core
Bundle-Vendor: FasterXML
Bundle-Version: 5.0.3
Created-By: Apache Maven Bundle Plugin
Export-Package: com.ctc.wstx.api;version="5.0.3",com.ctc.wstx.cfg;version="5.0.3",com.ctc.wstx.dom;version="5.0.3",com.ctc.wstx.dtd;version="5.0.3",com.ctc.wstx.ent;version="5.0.3",com.ctc.wstx.evt;version="5.0.3",com.ctc.wstx.exc;version="5.0.3",com.ctc.wstx.io;version="5.0.3",com.ctc.wstx.msv;version="5.0.3",com.ctc.wstx.osgi;version="5.0.3",com.ctc.wstx.sax;version="5.0.3",com.ctc.wstx.sr;version="5.0.3",com.ctc.wstx.stax;version="5.0.3",com.ctc.wstx.sw;version="5.0.3",com.ctc.wstx.util;version="5.0.3"
Implementation-Build-Date: 2016-08-24 03:58:19+0000
Implementation-Title: Woodstox
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fastern.xml.woodstox
Implementation-Version: 5.0.3
1.1174 is-number 2.1.0

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1.1178 babel-helper-optimise-call-expression
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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel
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<head>
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<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">
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<meta name="msapplication-TileImage" content="/favicons/mstile-144x144.png">
<meta name="msapplication-config" content="/favicons/browserconfig.xml">
<meta name="theme-color" content="#303284">
<title>Apache License, Version 2.0</title>
<link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700' rel='stylesheet' type='text/css'>
<link href="/css/min.bootstrap.css" rel="stylesheet">
<link href="/css/styles.css" rel="stylesheet">
</head>
<body>
/* The following code is added by mdx_elementid.py */

/*
 * Hide class="elementid-permalink", except when an enclosing heading
 * has the :hover property.
 */

.headerlink, .elementid-permalink {
    visibility: hidden;
}

h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover > 
.headerlink, h5:hover > .headerlink, dt:hover > .elementid-permalink { visibility: visible }


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```

<!- Footer -->

<footer class="bg-primary">
<div class="container">
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    <div class="col-sm-1">
    </div>
    <div class="col-sm-2">
      <h5 class="white">Community</h5>
      <ul class="list-unstyled white role="menu">
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        <li><a href="/foundation/conferences.html">Conferences</a></li>
        <li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
        <li><a href="/foundation/how-it-works.html">The Apache Way</a></li>
        <li><a href="/travel/">Travel Assistance</a></li>
        <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
        <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
      </ul>
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      <h5 class="white">Innovation</h5>
      <ul class="list-unstyled white role="menu">
        <li><a href="http://incubator.apache.org/">Incubator</a></li>
        <li><a href="http://labs.apache.org/">Labs</a></li>
        <li><a href="/licenses/">Licensing</a></li>
        <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
        <li><a href="/foundation/marks/">Trademark Policy</a></li>
        <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
    </div>
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        <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
        <li><a href="/security/">Security</a></li>
        <li><a href="http://status.apache.org">Status</a></li>
        <li><a href="/foundation/contact.html">Contacts</a></li>
      </ul>
    </div>
    <div class="col-sm-2">
      <h5 class="white">Press</h5>
      <ul class="list-unstyled white role="menu">
        <li><a href="/press/">Overview</a></li>
      </ul>
    </div>
  </div>
</div>
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Upstream-Name: schema-registry
Source: https://github.com/confluentinc/schema-registry

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mkdir /tmp/jars
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li {display: block;}
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# Jackson JSON processor

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

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<meta charset="utf-8">
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<body>

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<div class="container">
<div class="navbar-header">
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<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
<div style="line-height:20px; padding-top:5px; float:left"><a href="/">Home</a> &raquo; <a href="/licenses/">Licenses</a></div>
</div>
</nav>
</header>

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* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/api/billing.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/api/metric.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/api/config_change.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/type/timeofday.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/api/annotations.proto
* /opt/cola/permits/1199767240_1630583079.56/0/proto-google-common-protos-1-17-0-sources-1-
jar/google/api/service.proto

1.1188 bluebird 3.7.2 3.7.2

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1.1196 paranamer 2.5.6

1.1197 re2j 1.1

1.1198 send 0.13.2

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1.1200 babel-helper-replace-supers 6.24.1

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<td>Bitmap font</td>
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Packaged by Dave Beckett <dajobe@debian.org>

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1.1248 finalhandler 1.1.1 1.1.1

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* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/net/fortuna/ical4j/data/CalendarBuilderCustomRegistryTest.java
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jar/net/fortuna/ical4j/model/property/DurationTest.java
* /opt/cola/permits/1000715208_1614362208.0/*ical4j-1-0-2-test-sources-
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jar/net/fortuna/ical4j/model/property/RuntimeTest.java
* /opt/cola/permits/1000715208_1614362208.0/*ical4j-1-0-2-test-sources-
jar/net/fortuna/ical4j/model/property/RegexTestHarness.java

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* /opt/cola/permits/1000715208_1614362208.0/0/ical4j-1-0-2-test-sources-jar/ical4j.properties

## 1.1250 jetty-io 9.4.41.v20210516

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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 * Abstract: The main routine
 */

For src/main/native/src/org/apache/hadoop/io/compress/lz4/[lz4.h,lz4.c,lz4hc.h,lz4hc.c],

/*
LZ4 - Fast LZ compression algorithm
Header File
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For hadoop-common-project/hadoop-common/src/main/native/gtest
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/regexp/message_ja.properties
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/regexp/RegexParser.java

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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/BigTimeDurationValueType.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/NonPositiveIntegerType.java
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/SimpleURType.java
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/WhiteSpaceFacet.java
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/GYearMonthType.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/IntegerType.java
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ListValueType.java
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* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/ConcreteType.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/TokenType.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/DataTypeWithFacet.java
* /opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarParser.java
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/opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2.jar/com/sun/msv/datatype/regexp/Match.java
/opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2.jar/com/sun/msv/datatype/regexp/REUtil.java
/opt/cola/permits/1177942015_1625571932.43/0/xsdlib-2013-6-1-sources-2.jar/com/sun/msv/datatype/regexp/BMPattern.java

Open Source Used In DNAC Platform Antelope 4746
1.1270 react-ace 5.10.0 5.10.0

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1.1271 jackson-module-paranamer 2.10.5

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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### 1.1272 byte-buddy-agent 1.9.3

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 */
```

Found in path(s):
- /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/Installer.java
- /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/package-info.java
- /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/Attacher.java
- /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/ByteBuddyAgent.java
- /opt/cola/permits/1114503625_1607518978.69/0/byte-buddy-agent-1-9-3-sources-1-jar/net/bytebuddy/agent/VirtualMachine.java
Apache HBase - Shaded Protocol
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1.1274 @babel/plugin-transform-modules-systemjs 7.13.8

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1.1275 velocity 2.0

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1.1276 babel-core 6.26.3 6.26.3

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1.1277 websocket-servlet 9.3.27.v20190418

1.1278 swagger-models 2.0.7

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   */

package io.swagger.v3.oas.models.info;

import java.util.Objects;

/**
   * License
   * <p>
   * @see "https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject"
   */

public class License {
    private String name = null;
    private String url = null;
    private java.util.Map<String, Object> extensions = null;

    /**
     * returns the name property from a License instance.
     *
     * @return String name
     */
    ```
public String getName() {
    return name;
}

public void setName(String name) {
    this.name = name;
}

public License name(String name) {
    this.name = name;
    return this;
}

/**
 * returns the url property from a License instance.
 *
 * @return String url
 ***/

public String getUrl() {
    return url;
}

public void setUrl(String url) {
    this.url = url;
}

public License url(String url) {
    this.url = url;
    return this;
}

@Override
public boolean equals(java.lang.Object o) {
    if (this == o) {
        return true;
    }
    if (o == null || getClass() != o.getClass()) {
        return false;
    }
    License license = (License) o;
    return Objects.equals(this.name, license.name) &&
            Objects.equals(this.url, license.url) &&
            Objects.equals(this.extensions, license.extensions);
}

@Override
public int hashCode() {
    return Objects.hash(name, url, extensions);
}

public java.util.Map<String, Object> getExtensions() {
    return extensions;
}

public void addExtension(String name, Object value) {
    if (name == null || name.isEmpty() || !name.startsWith("x-")) {
        return;
    }
    if (this.extensions == null) {
        this.extensions = new java.util.LinkedHashMap<>();
    }
    this.extensions.put(name, value);
}

public void setExtensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
}

public License extensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
    return this;
}

@Override
public String toString() {
    StringBuilder sb = new StringBuilder();
    sb.append("class License {\n    name: ").append(toIndentedString(name)).append("\n    url: ").append(toIndentedString(url)).append("\n    \}\n    return sb.toString();
}

/**
 * Convert the given object to string with each line indented by 4 spaces
 * (except the first line).
 */
private String toIndentedString(java.lang.Object o) {
    if (o == null) {
        return "null";
    }
    return o.toString().replace("\n", "\n    ");
}
1.1279 hbase-hadoop-compat 2.4.2

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1.1281 jsreport-import-export 2.1.1

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1.1284 babel-plugin-transform-es2015-function-name 6.24.1

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1.1285 snappy-java 1.1.2.6

1.1286 contains-path 0.1.0

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1.1288 traverse 0.6.6 0.6.6

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1.1294 papa-parse 5.1.1 5.1.1

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1.1298 form-data 2.3.3

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* $Id: SACMediaList.java,v 1.1 2000/02/16 21:27:32 plehegar Exp $
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* $Id: ParserFactory.java,v 1.1 2000/02/14 15:54:49 plehegar Exp $
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* $Id: LangCondition.java,v 1.1 1999/09/26 09:54:37 plehegar Exp $
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 * $Id: CombinatorCondition.java,v 1.3 2000/03/08 20:55:41 plehegar Exp $
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 * $Id: SelectorList.java,v 1.1 1999/09/26 10:06:45 plehegar Exp $
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1.1309 upath 1.2.0

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1.1310 argparse 0.7.0

1.1311 debug 4.3.2

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1.1312 async 2.6.0

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1.1315 to-buffer 1.1.1
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1.1316 babel-plugin-transform-es2015-typeof-symbol 6.23.0 6.23.0
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1.1317 atk 2.18.1-2ubuntu1
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* org.eclipse.jetty.orbit:javax.security.auth.message
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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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Apache

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

- org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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

1.1341 rechoir 0.6.2

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1.1342 p-try 2.2.0 2.2.0

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1.1344 jsreport-pdf-utils 1.10.1

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1.1346 depd 1.1.0
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1.1347 colorette 1.2.2

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1.1348 aircompressor 0.10

1.1349 ini 1.3.5

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1.1350 babel-helper-create-class-features-plugin 7.13.11

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1.1351 js-string-escape 1.0.1

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1.1354 babel-helper-get-function-arity 6.24.1

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* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/SemanticVersion.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/Strings.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/Files.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/IOExceptionUtils.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/bytes/ConcatenatingByteArrayCollector.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/util/DynConstructors.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/glob/WildcardPath.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/glob/GlobNode.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/VersionParser.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/bytes/ByteBufferAllocator.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/glob/GlobParser.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/glob/GlobExpander.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/bytes/ByteBufferInputStream.java

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/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/bytes/HeapByteBufferAllocator.java
/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/Preconditions.java
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/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/hadoop/metadata/Canonicalizer.java
/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/hadoop/BytesInput.java
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/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/hadoop/light/InputStream.java
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/opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1.jar/org/apache/parquet/hadoop/light/Closeables.java

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* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/OutputStreamCloseException.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/Exceptions.java

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  jar/org/apache/parquet/Exceptions.java
jar/org/apache/parquet/io/PositionOutputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/io/DelegatingSeekableInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/io/InputFile.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/io/OutputFile.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/io/SeekableInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-jar/org/apache/parquet/compression/CompressionCodecFactory.java

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1.1393 jackson-datatype-jdk8 2.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus.
.org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jack
son-datatype-jdk8
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson datatype: jdk8
Bundle-SymbolicName: com.fasterxml.jackson.datatype.jackson-datatype-j
dk8
Bundle-Vendor: FasterXML
1.1394 har-schema 2.0.0 2.0.0

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/**
 * Constructs a new {@link RecordComponentNode}. <i>Subclasses must not use this constructor</i>. Instead, they must use the `{@link #RecordComponentNode(int, int, String, String, String)}`
 * version.
 *
 * @param access the record component access flags (see `{@link org.objectweb.asm.Opcodes}`). The only valid value is `{@link Opcodes#ACC_DEPRECATED}`.
 * @param name the record component name.
 * @param descriptor the record component descriptor (see `{@link org.objectweb.asm.Type}`).
 * @param signature the record component signature.
 * @throws IllegalStateException If a subclass calls this constructor.
 * @deprecated this API is experimental.
 */

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* /opt/cola/permits/1135907466_1613628634.84/0/asm-tree-7-3-1-sources-1-jar/org/objectweb/asm/tree/RecordComponentNode.java
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* /opt/cola/permits/1135907466_1613628634.84/0/asm-tree-7-3-1-sources-1-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /opt/cola/permits/1135907466_1613628634.84/0/asm-tree-7-3-1-sources-1-jar/org/objectweb/asm/tree/LineNumberNode.java
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* /opt/cola/permits/1135907466_1613628634.84/0/asm-tree-7-3-1-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
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1.1403 xmlhttprequest-ssl 1.5.3

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1.1406 type-of-is 3.5.1 3.5.1

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1.1409 commons-io 1.3.2

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* /opt/cola/permits/1136447767_1613767069.04/0/javax-inject-2-2-0-b21-sources-2-jar/javax/inject/Inject.java

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1.1423 snappy 1.0.5

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1.1425 babel-plugin-transform-async-generator-functions 6.24.1

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1.1426 camelcase 5.3.1 5.3.1

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1.1435 bcrypt-pbkdf 1.0.2 1.0.2
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1.1436 ratelimitj-core 0.4.0

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1.1437 json-buffer 3.0.0

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1.1438 jackson-jaxrs-xml-provider 2.10.4

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1.1441 babel-plugin-transform-es2015-destructuring 6.23.0 6.23.0

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1.1442 color-convert 2.0.1 2.0.1

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1.1443 jersey-servlet 1.19

1.1444 nanoid 1.0.2
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1.1446 release-zalgo 1.0.0

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1.1447 http2-client 1.3.3 1.3.3

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1.1449 object-component 0.0.3 0.0.3
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1.1450 stax-ex 1.8

1.1451 lucene-sandbox 7.4.0

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1.1453 drill-format-hdf5 1.19.0

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1.1454 jsonpath-plus 3.0.0 3.0.0

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1.1455 babel-plugin-transform-es2015-block-scoped-functions 6.22.0

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1.1456 getpass 0.1.7 0.1.7

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1.1457 websocket-server 9.3.27.v20190418

1.1458 is-data-descriptor 0.1.4

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1.1459 which-module 2.0.0

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1.1460 jackson 1.9.13
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# options.js #

A very light-weight in-code option parsers for node.js.
## Usage ##

```js
var Options = require("options");

// Create an Options object
function foo(options) {
    var default_options = {
        foo : "bar"
    };

    // Create an option object with default value
    var opts = new Options(default_options);

    // Merge options
    opts = opts.merge(options);

    // Reset to default value
    opts.reset();

    // Copy selected attributes out
    var seled_att = opts.copy("foo");

    // Read json options from a file.
    opts.read("options.file"); // Sync
    opts.read("options.file", function(err){ // Async
        if(err) { // If error occurs
            console.log("File error.");
        } else {
            // No error
        }
    });

    // Attributes defined or not
    opts.isDefinedAndNonNull("foobar");
    opts.isDefined("foobar");
}
```

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**1.1468 mongodb 2.2.36**

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1.1477 model-mapper 1.1.0

1.1478 which 2.0.2

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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/ParameterDescriptor.java
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1.1489 ansi-regex 2.1.1

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1.1490 ncp 2.0.0 2.0.0

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1.1493 jaxb-runtime 2.3.1

1.1494 jetty-http-spi 9.3.27.v20190418

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1.1497 ignite-shmem 1.0.0

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1.1498 registry-auth-token 4.2.1

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1.1512 js-cookie 2.1.1

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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/tree/xpath/XPathElement.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/misc/FlexibleHashMap.java

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1.1516 through2 2.0.5

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1.1518 babel-plugin-transform-es2015-classes 6.24.1

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1.1519 babel-helper-define-map 6.26.0

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1.1529 jackson 2.12.1
1.1529.1 Available under license :

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1.1531 glob-parent 3.1.0
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1.1532 @babel/plugin-proposal-class-properties 7.13.0
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1.1534 @babel/plugin-proposal-optional-catch-binding 7.13.8
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1.1537 should.js 13.2.3 13.2.3

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1.1540 password-hash 1.2.2

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1.1541 puppeteer 1.11.0

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1.1544 jetty-xml 9.4.17.v20190418

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
/org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1545 execa 1.0.0

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1.1546 once 1.4.0

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1.1547 babel-plugin-transform-es2015-parameters 6.24.1 6.24.1

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1.1548 websocket-servlet 9.4.17.v20190418

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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jar/org/apache/batik/bridge/InterruptedBridgeException.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-
jar/org/apache/batik/bridge/SVGAltGlyphElementBridge.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-
jar/org/apache/batik/bridge/ConcreteTextLayoutFactory.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-
jar/org/apache/batik/bridge/FilterPrimitiveBridge.java
* /opt/cola/permits/1146878544_1616835051.89/0/batik-bridge-1-13-sources-1-
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jar/org/apache/batik/bridge/ConcreteTextLayoutFactory.java
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jar/org/apache/batik/bridge/ConcreteTextLayoutFactory.java
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jar/org/apache/batik/bridge/ConcreteTextLayoutFactory.java
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/*
 * Holder for web specializations of methods of {code Floats}. Intended to be empty for regular
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jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/annotations/package-info.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java

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

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  jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/RowSortedTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/SortedMapDifference.java
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jar/com/google/common/collection/AbstractBiMap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractListMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/SingletonImmutableSet.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/LinkedHashMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/NaturalOrdering.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingSortedSet.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractMapEntry.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/HashMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingListIterator.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/LinkedListMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/MutableClassToInstanceMap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/SetMultimap.java

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jar/com/google/common/collection/Multisets.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingMultiset.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Multimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ReverseNaturalOrdering.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Multimaps.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingObject.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/TreeMultiset.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ArrayListMultimap.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Ordering.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Iterators.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ForwardingQueue.java

* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/TreeMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/package-info.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/LexicographicalOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ConcurrentHashMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/BitMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/NullsLastOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Maps.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ByFunctionOrdering.java
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jar/com/google/common/collection/ReverseOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/AbstractMapBasedMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ListMultimap.java
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jar/com/google/common/collection/Lists.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/RegularImmutableSet.java
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jar/com/google/common/collection/Iterables.java
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jar/com/google/common/collection/ForwardingMapEntry.java
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jar/com/google/common/collection/Sets.java
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jar/com/google/common/collection/Interners.java

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  jar/com/google/common/io/Java8Compatibility.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
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  jar/com/google/common/hash/Java8Compatibility.java
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  jar/com/google/common/math/BigDecimalMath.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java

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 */

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*/
/**
* Holder for web specializations of methods of [code Shorts]. Intended to be empty for regular
* version.
*/

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

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jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collect/AbstractTable.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/base/VerifyException.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/Collectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MoreCollectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/LinkedHashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
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jar/com/google/common/collect/CollectCollectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/CollectCollectors.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/Hashing.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ComputationException.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedSet.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedSetFauxxverideShim.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMap.java
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jar/com/google/common/collect/ForwardingTable.java
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jar/com/google/common/collect/ImmutableAsList.java
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jar/com/google/common/collect/SingletonImmutableTable.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/Striped64.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/LongAdder.java

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jar/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/base/Platform.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
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jar/com/google/common/util/concurrent/AbstractIdleService.java
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jar/com/google/common/reflect/TypeResolver.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collect/DenseImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/SignedBytes.java
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jar/com/google/common/io/ByteArrayDataInput.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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 */

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

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/FluentIterable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/thirdparty/publicsuffix/TrieParser.java
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jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/base/Matcher.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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*/

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

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

Found in path(s):
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
 *
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 */

Found in path(s):
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Count.java

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1.1564 ret 0.2.2 0.2.2

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1.1578 de.huxhorn.lilith.data.logging.protobuf

0.9.44

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Version 3, 29 June 2007

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1.1583 babel-plugin-syntax-trailing-function-commas 6.22.0 6.22.0

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1.1584 groovy-swing 3.0.8

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jar/org/apache/groovy/swing/binding/EventTriggerBinding.java
* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/factory/CellEditorFactory.groovy
* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/impl/ClosureCellEditor.groovy
* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/org/apache/groovy/swing/binding/MutualPropertyBinding.java
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* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/factory/ColumnFactory.groovy
* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/LookAndFeelHelper.groovy
* /opt/cola/permits/1218299960_1634924418.62/0/groovy-swing-3-0-8-sources-jar/groovy/swing/binding/AbstractSyntheticMetaMethods.groovy

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* /opt/cola/permits/1127086437_1611781577.89/0/1to2-1-0-0-2-tgz/package/1to2.js

1.1592 crc32-stream 3.0.1

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1.1605 asm 2.2.0-b21

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1.1607 uuid 3.3.2

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1.1608 readable-stream 2.3.7 2.3.7

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1.1611 clone-response 1.0.2

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1.1613 path-to-regexp 1.8.0 1.8.0

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

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Oracle OpenJDK

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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http://openjdk.java.net/legal/gplv2+ce.html

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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# Jackson JSON processor

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

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1.1630 oauth-sign 0.8.2 0.8.2

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1.1642 array-slice 1.1.0

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1.1643 deep-is 0.1.3

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1.1644 string.prototype.trimstart 1.0.1

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1.1645 randomatic 3.1.1

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1.1648 path-is-absolute 1.0.1 1.0.1

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* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka/protobuf/Message.java
* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka/protobuf/ExtensionRegistry.java
* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka/protobuf/BlockingRpcChannel.java
* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka/protobuf/UnmodifiableLazyStringList.java
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* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka-protobuf/DynamicMessage.java
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* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka-protobuf/LazyStringList.java
* /opt/ws_local/PERMITS_SQL/1062462128_1595367389.64/0/akka-protobuf-2-12-2-5-31-sources-jar/akka-protobuf/UninitializedMessageException.java
1.1650 jsreport-cli 2.2.5

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1.1652 joni 2.1.31

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1.1653 events 2.1.0

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1.1654 fontconfig 2.11.94 0ubuntu1.1

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1.1655 babel-plugin-transform-reserved-words 7.12.13

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1.1658 scylla-driver-core 3.10.2-scylla-1

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jar/com/datastax/driver/core/exceptions/UnsupportedProtocolVersionException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
jar/com/datastax/driver/core/AbstractReconnectionHandler.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
jar/com/datastax/driver/core/querybuilder/BindMarker.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
jar/com/datastax/driver/core/ClusteringOrder.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
jar/com/datastax/driver/core/AbstractData.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
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* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
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 */

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1.1659 abbrev 1.1.1

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1.1660 lowercase-keys 1.0.1

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1.1661 istanbul-lib-coverage 3.0.0

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1.1662 jackson 1.0.0

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1.1665 babel-plugin-syntax-async-generators
6.13.0

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1.1666 shelljs 0.3.0 0.3.0

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1.1672 netty 4.1.46.Final
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1.1673 readable-stream 3.6.0

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1.1675 color-name 1.1.4 1.1.4

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1.1676 netty-transport-native-epoll

4.1.42.Final

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*/
/**
* Set the {@code TCP_MD5SIG} option on the socket. See @code linux/tcp.h} for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
* /
/**
* Set the {@code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
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*/
/**
 * Set the {TCP_MD5SIG} option on the socket. See {linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

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1.1677 qs 6.5.2 6.5.2

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1.1683 httpclient5 5.0.3

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 *
 *
 * Modifications:
 *
 * September 10, 2005
 * Placed interface in org.apache.batik.dom.xbl for the time being.
 * Added javadocs.
 */

Found in path(s):
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
  jar/org/apache/batik/dom/xbl/ShadowTreeEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
  jar/org/apache/batik/dom/xbl/NodeXBL.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
  jar/org/apache/batik/dom/xbl/XBLShadowTreeElement.java
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  jar/org/apache/batik/dom/xbl/OriginalEvent.java

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  jar/org/apache/batik/dom/resources/Messages.properties

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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMKeyboardEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/ExtendedNode.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractCharacterData.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractElement.java
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1.1728 react-intl 2.4.0 2.4.0

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1.1729 jackson-xc 2.9.10

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1.1730 @babel/helper-define-polyfill-provider 0.1.5

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1.1731 drill-rdbms-metastore 1.19.0

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  githubId: gianm
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  avatar: https://mapr.com/blog/author/ted-dunning/assets/tdunning-panama.jpg
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```javascript
import cs from 'classnames'
import React, { Component } from 'react'
import { observer } from 'mobx-react'
import ipc from '../lib/ipc'
import errors from '../lib/errors'
import projectsStore from '../projects/projects-store'

const SUCCESS = 'SUCCESS'
const FAILURE = 'FAILURE'

@observer
class PermissionMessage extends Component {
  constructor (props) {
    super(props)

    this.state = {
      error: null,
      isSubmitting: false,
      result: null,
    }
  }
```

```javascript
```
render () {
    return (
        <div
            className={cs('request-access', {
                'is-submitting': this.state.isSubmitting,
            })}
        >
            {this._message()}
        </div>
    )
}

_message () {
    const membershipRequested = projectsStore.wasMembershipRequested(this.props.project.id)

    if (this.state.result === SUCCESS || membershipRequested) {
        return this._success()
    } else if (this.state.result === FAILURE) {
        return this._failure()
    } else {
        return this._noResult()
    }
}

_button () {
    return (
        <button
                className='btn btn-primary'
                disabled={this.state.isSubmitting}
                onClick={this._requestAccess}
                onClick={this._requestAccess}
        >
            <span>
                <i className='fa fa-paper-plane'></i> Request Access
            </span>
            <i className='fa fa-spinner fa-spin'></i>
        </button>
    )
}

_success () {
    return (
        <div className='empty'>
            <h4>
                <i className='fa fa-check passed'></i> Request Sent
            </h4>
        </div>
    )
}
The project owner will be notified with your request.

// if they're denied or the request has already been made,
// tell them it's all good
if (errors.isDenied(error) || errors.isAlreadyRequested(error)) {
    return this._success()
} else {
    return (
        <div className='empty'>
            <h4><i className='fa fa-exclamation-triangle failed'></i> Request Failed</h4>
            <p>An unexpected error occurred while requesting access:</p>
            <pre className='alert alert-danger'>{this.state.error.message}</pre>
            <p>Try again.</p>
            {this._button()}
        </div>
    )
}

_noResult () {
    return (  
        <div className="empty">
            <h4><i className='fa fa-lock'></i> Request access to see the runs</h4>
            <p>This is a private project created by someone else.</p>
            <p>The project owner must give you access to see the runs.</p>
            {this._button()}
        </div>
    )
}

_requestAccess = () => {
    this.setState({

isSubmitting: true,
})

const id = this.props.project.id

ipc.requestAccess(id)
.then(() => {
    projectsStore.membershipRequested(id)
    this._setResult()
})
.catch(ipc.isUnauthed, ipc.handleUnauthed)
.catch((error) => {
    this._setResult(error)
})

_setResult (error) {
    if (errors.isAlreadyMember(error)) {
        this.props.onRetry()
        return
    }

    this.setState({
        error,
        isSubmitting: false,
        result: error ? FAILURE : SUCCESS,
    })
}

export default PermissionMessage

1.1757 jersey-container-servlet 2.5.1
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1.1760 thrift 0.7.0

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compiler/cpp/src/generate/t_ocaml_generator.cc
compiler/cpp/src/generate/t_perl_generator.cc
compiler/cpp/src/generate/t_php_generator.cc
compiler/cpp/src/generate/t_py_generator.cc
compiler/cpp/src/generate/t_rb_generator.cc
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compiler/cpp/src/generate/t_xsd_generator.cc
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compiler/cpp/src/parse/t_program.h
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compiler/cpp/src/thriftl.1l
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lib/csharp/src/Protocol/TList.cs
lib/csharp/src/Protocol/TMap.cs
lib/csharp/src/Protocol/TMessage.cs
lib/csharp/src/Protocol/TMessageType.cs
lib/csharp/src/Protocol/TProtocol.cs
lib/csharp/src/Protocol/TProtocolException.cs
lib/csharp/src/Protocol/TProtocolFactory.cs
lib/csharp/src/Protocol/TProtocolUtil.cs
lib/csharp/src/Protocol/TSet.cs
lib/csharp/src/Protocol/TStruct.cs
lib/csharp/src/Protocol/TTType.cs
lib/csharp/src/Server/TServer.cs
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lib/csharp/src/Server/ThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
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1.1762 resolve 1.18.1

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The binary file of the original library has been modified by Atlassian in such way that classes have changed their package names from 'it.unimi.dsi.fastutil' to 'clover.it.unimi.dsi.fastutil'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.

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The binary file of the original library has been modified by Atlassian in such way that classes have changed their package name from 'com.google.json' to 'clover.com.google.json'. This was necessary to avoid potential name conflicts during instrumentation of a code using the original library when using Clover. No source code of the original library was modified.

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The binary file of the original library has been modified by Atlassian in such way that classes have changed their package name from 'com.lowagie' to 'clover.com.lowagie'. This was necessary to
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/*
File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures


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Nicolas Garcia Belmonte

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1.1785 t-digest 3.2

1.1786 levn 0.3.0

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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingPumpInputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/WriterOutputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingPumpReader.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/PumpReader.java

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auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc, NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
label_width, lw, lw
lines, lines, li
lines_of_memory, lm, lm
magic_cookie_glitch, xmc, sg
max_attributes, ma, ma
max_colors, colors, Co
max_pairs, pairs, pa
maximum_windows, wnum, MW
no_color_video, ncv, NC
num_labels, nlab, Nl
padding_baud_rate, pb, pb
virtual_terminal, vt, vt
width_status_line, wsl, ws
bit_image_entwining, bitwin, Yo
bit_image_type, bitype, Yp
buffer_capacity, bufsz, Ya
buttons, btns, BT
dot_horz_spacing, spinh, Yc
dot_vert_spacing, spinv, Yb
max_micro_address, maddr, Yd
max_micro_jump, mjump, Ye
micro_col_size, mcs, Yf
micro_line_size, mls, Yg
number_of_pins, npins, Yh
output_res_char, orc, Yi
output_res_horz_inch, orhi, Yk
output_res_line, orl, Yj
output_res_vert_inch, orvi, Yl
print_rate, cps, Ym
wide_char_size, widcs, Yn
acs_chars, acsc, ac
back_tab, cbt, bt
bell, bel, bl
carriage_return, cr, cr
change_char_pitch, cpi, ZA
change_line_pitch, lpi, ZB
change_res_horz, chr, ZC
change_res_vert, cvr, ZD
change_scroll_region, csr, cs
char_padding, rmp, rP
clear_all_tabs, tbc, ct
clear_margins, mge, MC
clear_screen, clear, cl
clr_bol, el1, cb
clr_eol, el, ce
clr_eos, ed, cd
column_address, hpa, ch
command_character, cmdch, CC
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
cursor_invisible, civis, vi
cursor_left, cub1, le
cursor_mem_address, mrcup, CM
cursor_normal, cnorm, ve
cursor_right, cuf1, nd
cursor_to_ll, ll, ll
cursor_up, cuu1, up
cursor_visible, cvvis, vs
define_char, defc, ZE
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
ena_acs, enacs, eA
enter_alt_charset_mode, smacs, as
enter_am_mode, smam, SA
enter_blink_mode, blink, mb
enter_bold_mode, bold, md
enter_ca_mode, smcup, ti
enter_delete_mode, smdc, dm
enter_dim_mode, dimc, mh
enter_doublewide_mode, swidm, ZF
enter_draft_quality, sdrfq, ZG
enter_insert_mode, snmir, im
enter_italics_mode, sitm, ZH
enter_leftward_mode, slm, ZI
key_f3, kf3, k3
key_f30, kf30, FK
key_f31, kf31, FL
key_f32, kf32, FM
key_f33, kf33, FN
key_f34, kf34, FO
key_f35, kf35, FP
key_f36, kf36, FQ
key_f37, kf37, FR
key_f38, kf38, FS
key_f39, kf39, FT
key_f4, kf4, k4
key_f40, kf40, FU
key_f41, kf41, FV
key_f42, kf42, FW
key_f43, kf43, FX
key_f44, kf44, FY
key_f45, kf45, FZ
key_f46, kf46, Fa
key_f47, kf47, Fb
key_f48, kf48, Fc
key_f49, kf49, Fd
key_f5, kf5, k5
key_f50, kf50, Fe
key_f51, kf51, Ff
key_f52, kf52, Fg
key_f53, kf53, Fh
key_f54, kf54, Fi
key_f55, kf55, Fj
key_f56, kf56, Fk
key_f57, kf57, Fl
key_f58, kf58, Fm
key_f59, kf59, Fn
key_f6, kf6, k6
key_f60, kf60, Fo
key_f61, kf61, Fp
key_f62, kf62, Fq
key_f63, kf63, Fr
key_f7, kf7, k7
key_f8, kf8, k8
key_f9, kf9, k9
key_find, kfnd, @0
key_help, khlp, %1
key_home, khome, kh
key_ic, kich1, kI
key_il, kil1, kA
key_left, kcub1, kl
key_ll, kll, kH
key_stab, khts, KT
key_sundo, kUND, !3
key_suspend, kspd, &7
key_undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmkx, ke
keypad_xmit, smkx, ks
lab_f0, lf0, 10
lab_f1, lf1, 11
lab_f10, lf10, la
lab_f2, lf2, 12
lab_f3, lf3, 13
lab_f4, lf4, 14
lab_f5, lf5, 15
lab_f6, lf6, 16
lab_f7, lf7, 17
lab_f8, lf8, 18
lab_f9, lf9, 19
label_format, fln, Lf
label_off, rmln, LF
label_on, smln, LO
meta_off, rmm, mo
meta_on, smm, mm
micro_column_address, mhpa, ZY
micro_down, mcud1, ZZ
micro_left, mcub1, Za
micro_right, mcuf1, Zb
micro_row_address, mvpa, Zc
micro_up, mcuu1, Zd
newline, nel, nw
order_of_pins, porder, Ze
orig_colors, oc, oc
orig_pair, op, op
pad_char, pad, pc
parm_dch, dch, DC
parm_delete_line, dl, DL
parm_down_cursor, cud, DO
parm_down_micro, mcud, Zf
parm_ich, ich, IC
parm_index, indn, SF
parm_insert_line, il, AL
parm_left_cursor, cub, LE
parm_left_micro, mcub, Zg
parm_right_cursor, cuf, RI
parm_right_micro, mcuf, Zh
parm_rindex, rin, SR
parm_up_cursor, cuu, UP
parm_up_micro, mcuu, Zi
pkey_key, pkey, pk
pkey_local, pfloc, pl
pkey_xmit, px, px
plab_norm, pln, pn
print_screen, mc0, ps
prtr_non, mc5p, pO
prtr_off, mc4, pf
prtr_on, mc5, po
pulse, pulse, PU
quick_dial, qdial, QD
remove_clock, rmclk, RC
repeat_char, rep, rp
req_for_input, rfi, RF
reset_1string, rs1, r1
reset_2string, rs2, r2
reset_3string, rs3, r3
reset_file, rf, rf
restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
scroll_forward, ind, sf
scroll_reverse, ri, sr
select_char_set, scs, Zj
set_attributes, sgr, sa
set_background, setb, Sb
set_bottom_margin, smgb, Zk
set_bottom_margin_parm, smgbp, Zl
set_clock, sclk, SC
set_color_pair, scp, sp
set_foreground, setf, Sf
set_left_margin, smgl, ML
set_left_margin_parm, smglp, Zm
set_right_margin, smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st
set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq
start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
these_cause_cr, docr, Zw
to_status_line, tsl, ts
tone, tone, TO
underline_char, uc, uc
down_half_line, hu, hu
user0, u0, 0
user1, u1, 1
user2, u2, 2
user3, u3, 3
user4, u4, 4
user5, u5, 5
user6, u6, 6
user7, u7, 7
user8, u8, 8
user9, u9, 9
wait_tone, wait, WA
xon_character, xonc, XN
zero_motion, zerom, Zx
alt_scancode_esc, scesa, S8
bit_image_carriage_return, bicr, Yv
bit_image_newline, binel, Zz
bit_image_repeat, birep, Xy
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispcc, S1
end_bit_image_region, endbi, Yy
enter_pc_charset_mode, smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmsec, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pxl, xl
req_mouse_pos, reqm, RQ
scancode_escape, scesc, S7
set0_des_seq, st0ds, 0
set1_des_seq, st1ds, 1
set2_des_seq, st2ds, 2
set3_des_seq, st3ds, 3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smgll, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, ehhlm, XI
enter_low_hl_mode, elo hl m, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhl m, Xv
set_a_attributes, sgr1, sA
set_pgl_en Inch, slength, sL

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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/impl/ExecPty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/impl/MouseSupport.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/Attributes.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/Cursor.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/impl/CursorSupport.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/impl/AbstractPosixTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/impl/NativeSignalHandler.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/utils/package-info.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/utils/DiffHelper.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/utils/InputStreamReader.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
dar/jline/terminal/MouseEvent.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/WCWidth.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ClosedException.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Levenshtein.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ExecHelper.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/OSUtils.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/ShutdownHooks.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/spi/Pty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/package-info.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Signals.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/AttributedString.java

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black
maroon
green
olive
navy
purple
teal
silver
grey
red
lime
yellow
blue
fuchsia
aqua
white
grey0
navyblue
darkblue
blue3
blue3a
blue1
darkgreen
deepskyblue4
deepskyblue4a
deepskyblue4b
dodgerblue3
dodgerblue2
green4
springgreen4
turquoise4
deepskyblue3
deepskyblue3a
dodgerblue1
green3
springgreen3
darkcyan
lightseagreen
deepskyblue2
deepskyblue1
green3a
springgreen3a
springgreen2
cyan3
mediumpurple2a
mediumpurple1
gold3
darkkhaki
navajowhite3
grey69
lightsteelblue3
lightsteelblue
eyellow3
darkolivegreen3b
darkseagreen3a
darkseagreen2
lightcyan3
lightskyblue1
greenyellow
darkolivegreen2
palegreen1a
darkseagreen2a
darkseagreen1
paleturquoise1
red3a
deeppink3
deeppink3a
magenta3a
magenta3b
magenta2
darkorange3a
indianreda
hotpink3a
hotpink2
orchid
mediumorchid1
orange3
lightsalmon3a
lightpink3
pink3
plum3
violet
gold3a
lightgoldenrod3
tan
mistyrose3
thistle3
plum2
yellow3a
khaki3
lightgoldenrod2
lightyellow3
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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.1790 log4j-api 2.8.2

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1.1796 libx11 1.6.3-1ubuntu2.1

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https-proxy-agent

### An HTTP(s) proxy `http.Agent` implementation for HTTPS

[![Build Status](https://travis-ci.org/TooTallNate/node-https-proxy-agent.svg?branch=master)](https://travis-ci.org/TooTallNate/node-https-proxy-agent)

This module provides an `http.Agent` implementation that connects to a specified...
HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

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

Install with `npm`:

```bash
$ npm install https-proxy-agent
```

Examples
--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
    console.log("response" event!, res.headers);
    res.pipe(process.stdout);
});
```
### `ws` WebSocket connection example

```javascript
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);

var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
    console.log("open" event!);
    socket.send('hello world');
});

socket.on('message', function (data, flags) {
    console.log("message" event! %j %j, data, flags);
    socket.close();
});
```

---

### API

---

#### new HttpsProxyAgent(Object options)

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:
* `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
* `port` - Number - Proxy port to connect to. Required.
* `protocol` - String - If `https:`, then use TLS to connect to the proxy.
* `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
* Any other options given are passed to the `net.connect()`/`tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

Found in path(s):
* /opt/cola/permits/1112087480_1607035434.28/0/https-proxy-agent-2-2-4-6-tgz/package/README.md

1.1806 commons-io 2.6

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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/nginxHttpLogFormatDissector.java
* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/HttpdLogFormatDissector.java
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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/tokenformat/TokenOutputField.java
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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/tokenformat/NamedTokenParser.java
* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/TimeStampDissector.java
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1.1818 icu 63

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
```
SO = so  
## Non-shared intermediate object suffix  
STATIC_O = ao  
## Compilation rules  
%.$(STATIC_O): $(srcdir)/%.c  
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<  
%.o: $(srcdir)/%.c  
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<  
%.$(STATIC_O): $(srcdir)/%.cpp  
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<  
%.o: $(srcdir)/%.cpp  
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<  
## Dependency rules  
%.d: $(srcdir)/%.c  
@echo "generating dependency information for $<"  
@$(SHELL) -ec '$(GEN_DEPS.c) $< \n    | sed \''s/$\(.*\).o \([ :]*/\1.o $@ : /g\'' > $@; \n    [ -s $@ ] || rm -f $@'  
%.d: $(srcdir)/%.cpp  
@echo "generating dependency information for $<"  
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \n    | sed \''s/$\(.*\).o \([ :]*/\1.o $@ : /g\'' > $@; \n    [ -s $@ ] || rm -f $@'  
## Versioned libraries rules  
$(RM) $@ & & ln -s ${<F} $@  
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)  
$(RM) $@ & & ln -s {<F}.$(SO).$(SO_TARGET_VERSION) $@  
## Bind internal references  
# LDflags that pkgdata will use  
BIR_LDFLAGS= -Wl,-Bsymbolic  
# Dependencies [i.e. map files] for the final library  
BIR_DEPS=  
## Remove shared library 's'  
STATIC_PREFIX_WHEN_USED =  
STATIC_PREFIX =
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1.1821 tmp 0.1.0

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1.1822 @babel/helper-annotate-as-pure

7.12.13
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1.1824 end-of-stream 1.4.4

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1.1825 jackson-module-afterburner 2.12.1

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# Jackson JSON processor

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

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ASM: a very small and fast Java bytecode manipulation framework
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1.1826 import-lazy 2.1.0
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1.1827 json-path 0.11.2 0.11.2
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1.1828 chokidar 3.3.0

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1.1829 forever-agent 0.6.1

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Version 2.0, January 2004

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1.1831 bunyan 1.8.1
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1.1832 javolution 5.5.1
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/**
 * Interface for an element's attribute specifications.
 *
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 * &lt;em&gt;This module, both source code and documentation, is in the 
 * Public Domain, and comes with &lt;strong&gt;NO WARRANTY &lt;/strong&gt;.&lt;/em&gt;
 * See &lt;a href='http://www.saxproject.org'>http://www.saxproject.org&lt;/a&gt;
 * for further information.
 * &lt;/blockquote&gt;
 *
 * &lt;p&gt;This is the original SAX1 interface for reporting an element's 
 * attributes. Unlike the new { &lt;link org.xml.sax.Attributes Attributes} 
 * interface, it does not support Namespace-related information.&lt;/p&gt;
 * 
 * &lt;p&gt;When an attribute list is supplied as part of a 
 * { &lt;link org.xml.sax.DocumentHandler#startElement startElement} 
 * event, the list will return valid results only during the 
 * scope of the event; once the event handler returns control 
 * to the parser, the attribute list is invalid. To save a 
 * persistent copy of the attribute list, use the SAX1 AttributeSetImpl 
 * helper class.&lt;/p&gt;
 *
 * &lt;p&gt;An attribute list includes only attributes that have been 
 * specified or defaulted: #IMPLIED attributes will not be included.&lt;/p&gt;
 * 
 * &lt;p&gt;There are two ways for the SAX application to obtain information
from the AttributeList. First, it can iterate through the entire list:

```java
public void startElement (String name, AttributeList atts) {
  for (int i = 0; i < atts.getLength(); i++) {
    String name = atts.getName(i);
    String type = atts.getType(i);
    String value = atts.getValue(i);
    [...]  
  }
}
```

(Note that the result of getLength() will be zero if there are no attributes.)

As an alternative, the application can request the value or type of specific attributes:

```java
public void startElement (String name, AttributeList atts) {
  String identifier = atts.getValue("id");
  String label = atts.getValue("label");
  [...] 
}
```

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
*/

Found in path(s):
* `/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/AttributeList.java`

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/**
 * Receive notification of general document events.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY.</em>
 * </blockquote>
 *
 * This was the main event-handling interface for SAX1; in
* SAX2, it has been replaced by \{@link org.xml.sax.ContentHandler \ContentHandler\}, which provides Namespace support and reporting
* of skipped entities. This interface is included in SAX2 only
* to support legacy SAX1 applications.</p><p>
* <p>The order of events in this interface is very important, and
* mirrors the order of information in the document itself. For
* example, all of an element's content (character data, processing
* instructions, and/or subelements) will appear, in order, between
* the startElement event and the corresponding endElement event.</p><p>
* <p>Application writers who do not want to implement the entire
* interface can derive a class from HandlerBase, which implements
* the default functionality; parser writers can instantiate
* HandlerBase to obtain a default handler. The application can find
* the location of any document event using the Locator interface
* supplied by the Parser through the setDocumentLocator method.</p><p>
* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.Parser#setDocumentHandler
* @see org.xml.sax.Locator
* @see org.xml.sax.HandlerBase
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-
jar/org/xml/sax/DocumentHandler.java
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/**
* Basic interface for resolving entities.
* 
* <blockquote>
* <em>This module, both source code and documentation, is in the
* Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
* See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
* for further information.
* </blockquote>
* 
* <p>If a SAX application needs to implement customized handling
* for external entities, it must implement this interface and
* register an instance with the SAX driver using the
* \{@link org.xml.sax.XMLReader#setEntityResolver setEntityResolver\}
* method.</p>
* 
* <p>The XML reader will then allow the application to intercept any
Many SAX applications will not need to implement this interface, but it will be especially useful for applications that build XML documents from databases or other specialised input sources, or for applications that use URI types other than URLs.

The following resolver would provide the application with a special character stream for the entity with the system identifier "http://www.myhost.com/today":

```
import org.xml.sax.EntityResolver;
import org.xml.sax.InputSource;

public class MyResolver implements EntityResolver {
    public InputSource resolveEntity (String publicId, String systemId)
    {
        if (systemId.equals("http://www.myhost.com/today")) {
            // return a special input source
            MyReader reader = new MyReader();
            return new InputSource(reader);
        } else {
            // use the default behaviour
            return null;
        }
    }
}
```

The application can also use this interface to redirect system identifiers to local URIs or to look up replacements in a catalog (possibly by using the public identifier).

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
@see org.xml.sax.XMLReader#setEntityResolver
@see org.xml.sax.InputSource
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/EntityResolver.java
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/**
 * Interface for associating a SAX event with a document location.
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If a SAX parser provides location information to the SAX application, it does so by implementing this interface and then passing an instance to the application using the content handler's `setDocumentLocator` method. The application can use the object to obtain the location of any other SAX event in the XML source document.

Note that the results returned by the object will be valid only during the scope of each callback method: the application will receive unpredictable results if it attempts to use the locator at any other time, or after parsing completes.

SAX parsers are not required to supply a locator, but they are very strongly encouraged to do so. If the parser supplies a locator, it must do so before reporting any other document events. If no locator has been set by the time the application receives the `startDocument` event, the application should assume that a locator is not available.

@since SAX 1.0
@version 2.0.1 (sax2r2)
@see org.xml.sax.ContentHandler#setDocumentLocator

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// NO WARRANTY! This class is in the Public Domain.
/**
 * Exception class for an unsupported operation.
 * 
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 */

Found in path(s):
//opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/Locator.java

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* <p>An XMLReader will throw this exception when it recognizes a feature or property identifier, but cannot perform the requested operation (setting a state or value). Other SAX2 applications and extensions may use this class for similar purposes.</p>
* 
* @since SAX 2.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.SAXNotRecognizedException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/SAXNotSupportedException.java
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*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/sax/XMLReaderImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/lang/EnumConstantNotPresentException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/util/ReentrantLock.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/realtime/MemoryArea.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/io/Serializable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/lang/Immutable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/Formattable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/realtime/RealtimeThread.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/util/logging/Logger.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/logging/Logger.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/java/util/FormatFlagsConversionMismatchException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-
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 */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javadoc/context/PoolContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javadoc/context/PoolContext.java

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* Basic interface for SAX (Simple API for XML) parsers.

*<blockquote>
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See [http://www.saxproject.org](http://www.saxproject.org) for further information.
</blockquote>

*<p>This was the main event supplier interface for SAX1; it has been replaced in SAX2 by [XMLReader], which includes Namespace support and sophisticated configurability and extensibility.</p>

*<p>All SAX1 parsers must implement this basic interface: it allows applications to register handlers for different types of events and to initiate a parse from a URI, or a character stream.</p>

*<p>All SAX1 parsers must also implement a zero-argument constructor (though other constructors are also allowed).</p>

*<p>SAX1 parsers are reusable but not re-entrant: the application may reuse a parser object (possibly with a different input source) once the first parse has completed successfully, but it may not invoke the parse() methods recursively within a parse.</p>

*<p>@deprecated This interface has been replaced by the SAX2 XMLReader interface, which includes Namespace support.</p>

*<a href='http://www.saxproject.org'>http://www.saxproject.org</a>

/*
 * Encapsulate an XML parse error or warning.
 */
* This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY.
* See [http://www.saxproject.org](http://www.saxproject.org) for further information.
* 

This exception may include information for locating the error in the original XML document, as if it came from a Locator object. Note that although the application will receive a SAXParseException as the argument to the handlers in the ErrorHandler interface, the application is not actually required to throw the exception; instead, it can simply read the information in it and take a different action.

Since this exception is a subclass of SAXException, it inherits the ability to wrap another exception.

@since SAX 1.0  
@author David Megginson  
@version 2.0.1 (sax2r2)  
@see org.xml.sax.SAXException  
@see org.xml.sax.Locator  
@see org.xml.sax.ErrorHandler

Since this exception is a subclass of SAXException, it inherits the ability to wrap another exception.

@since SAX 1.0  
@author David Megginson  
@version 2.0.1 (sax2r2)  
@see org.xml.sax.SAXException  
@see org.xml.sax.Locator  
@see org.xml.sax.ErrorHandler

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// NO WARRANTY!  This class is in the Public Domain.
/**
 * Interface for an XML filter.
 * 
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 * See [http://www.saxproject.org](http://www.saxproject.org) for further information.
 * 
 * An XML filter is like an XML reader, except that it obtains its events from another XML reader rather than a primary source like an XML document or database. Filters can modify a stream of events as they pass on to the final application.
 * 
 * The XMLFilterImpl helper class provides a convenient base
* for creating SAX2 filters, by passing on all {@link org.xml.sax.EntityResolver EntityResolver}, {@link org.xml.sax.DTDHandler DTDHandler}, {@link org.xml.sax.ContentHandler ContentHandler} and {@link org.xml.sax.ErrorHandler ErrorHandler} events automatically. </p>

* @since SAX 2.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/XMLFilter.java

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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/sax/Attributes.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/XMLObjectReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/HeapContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/stream/XMLStreamReaderImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/stream/XMLStreamWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/stream/NamespacesImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/io/AppendableWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/io/Appender.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/Allocator.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/XMLReferenceResolver.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/util/FastCollection.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/XMLFormat.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/text/TextBuilder.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/io/AppendableWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/util/FastIterator.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/text/TextBuilder.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/security/security/StackContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/util/StandardLog.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/context/PersistentContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/XMLObjectWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/xml/sax/ContentHandler.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/context/ConcurrentException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/context/LogContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/context/ObjectFactory.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/context/ConcurrentThread.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/io/UTF8StreamWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/io/UTF8StreamReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/XMLElementReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/XMLObjectReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/XMLFormat.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/sax/DefaultHandler.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/stream/XMLStreamWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/xml/stream/XMLStreamReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/javadoc/Reference.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/javadoc/Reference.java
* /opt/cola/permit...
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/**
 * Receive notification of basic DTD-related events.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>If a SAX application needs information about notations and
 * unparsed entities, then the application implements this
 * interface and registers an instance with the SAX parser using
 * the parser's setDTDHandler method. The parser uses the
 * instance to report notation and unparsed entity declarations to
 * the application.</p>
 *
 * <p>Note that this interface includes only those DTD events that
 * the XML recommendation <em>requires</em> processors to report:
 * notation and unparsed entity declarations.</p>
 *
 * The SAX parser may report these events in any order, regardless
 * of the order in which the notations and unparsed entities were
 * declared; however, all DTD events must be reported after the
 * document handler's startDocument event, and before the first
 * startElement event.
 * (If the LexicalHandler is
 * used, these events must also be reported before the endDTD event.)
 * </p>
 *
 * It is up to the application to store the information for
 * future use (perhaps in a hash table or object tree).
 * If the application encounters attributes of type "NOTATION",
 * "ENTITY", or "ENTITIES", it can use the information that it
 * obtained through this interface to find the entity and/or
 * notation corresponding with the attribute value.</p>
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 */
Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/DTDHandler.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/util/FastBitSet.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/util/FastBitSet.java
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* */

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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/text/Cursor.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/JUnitContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/testing/JUnitContext.java
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/**
* Interface for a list of XML attributes.
* *
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
* See <a href="http://www.saxproject.org">http://www.saxproject.org</a>
* for further information.
* </blockquote>
This interface allows access to a list of attributes in three different ways:

- by attribute index;
- by Namespace-qualified name; or
- by qualified (prefixed) name.

The list will not contain attributes that were declared #IMPLIED but not specified in the start tag. It will also not contain attributes used as Namespace declarations (xmlns*) unless the feature is set to true (it is false by default).

Because SAX2 conforms to the original "Namespaces in XML" recommendation, it normally does not give namespace declaration attributes a namespace URI.

Some SAX2 parsers may support using an optional feature flag to request that those attributes be given URIs, conforming to a later backwards-incompatible revision of that recommendation. (The attribute's "local name" will be the prefix, or "xmlns" when defining a default element namespace.) For portability, handler code should always resolve that conflict, rather than requiring parsers that can change the setting of that feature flag.

If the namespace-prefixes feature (see above) is false, access by qualified name may not be available; if the feature is false, access by Namespace-qualified names may not be available.

This interface replaces the now-deprecated SAX1 AttributeList interface, which does not contain Namespace support. In addition to Namespace support, it adds the getIndex methods (below).

The order of attributes in the list is unspecified, and will vary from implementation to implementation.
**Encapsulate a general SAX error or warning.**

* *

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* See `<a href='http://www.saxproject.org'>http://www.saxproject.org</a>`
* for further information.

* `</em>`

* `<p>` This class can contain basic error or warning information from
* either the XML parser or the application: a parser writer or
* application writer can subclass it to provide additional
* functionality. SAX handlers may throw this exception or
* any exception subclassed from it.</p>

* *

* `<p>` If the application needs to pass through other types of
* exceptions, it must wrap those exceptions in a SAXException
* or an exception derived from a SAXException.</p>

* *

* `<p>` If the parser or application needs to include information about a
* specific location in an XML document, it should use the
* `[ @link org.xml.sax.SAXParseException SAXParseException ] subclass.</p>

* *

* `@since` SAX 1.0
* `@author` David Megginson
* `@version` 2.0.1 (sax2r2)
* `@see` org.xml.sax.SAXParseException

*/

// NO WARRANTY! This class is in the Public Domain.

/**

* Interface for reading an XML document using callbacks.

* *

* `<blockquote>`

* `<em>` This module, both source code and documentation, is in the
* Public Domain, and comes with `<strong>` NO WARRANTY </strong> .</em>*
* See `<a href='http://www.saxproject.org'>http://www.saxproject.org</a>`
* for further information.
<p>Note: despite its name, this interface does not extend the standard Java Reader interface, because reading XML is a fundamentally different activity than reading character data.</p>

<p>XMLReader is the interface that an XML parser's SAX2 driver must implement. This interface allows an application to set and query features and properties in the parser, to register event handlers for document processing, and to initiate a document parse.</p>

<p>All SAX interfaces are assumed to be synchronous: the methods must not return until parsing is complete, and readers must wait for an event-handler callback to return before reporting the next event.</p>

<p>This interface replaces the (now deprecated) SAX 1.0 interface. The XMLReader interface contains two important enhancements over the old Parser interface (as well as some minor ones):</p>

<ul>
  <li>it adds a standard way to query and set features and properties; and</li>
  <li>it adds Namespace support, which is required for many higher-level XML standards.</li>
</ul>

<p>There are adapters available to convert a SAX1 Parser to a SAX2 XMLReader and vice-versa.</p>

@since SAX 2.0
@author David Megginson
@version 2.0.1+ (sax2r3pre1)
@see org.xml.sax.XMLFilter
/

Found in path(s):
/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/XMLReader.java
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---

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/lang/MathLib.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/lang/MathLib.java

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/**
 * Default base class for handlers.
 * 
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>This class implements the default behaviour for four SAX1
 * interfaces: EntityResolver, DTDHandler, DocumentHandler,
 * and ErrorHandler. It is now obsolete, but is included in SAX2 to
 * support legacy SAX1 applications. SAX2 applications should use
 * the DefaultHandler class instead.</p>
 *
 * <p>Application writers can extend this class when they need to
 * implement only part of an interface; parser writers can

---
* instantiate this class to provide default handlers when the
* application has not supplied its own.</p>
* 
* <p>Note that the use of this class is optional.</p>
* 
* @deprecated This class works with the deprecated DocumentHandler
* interface. It has been replaced by the SAX2 DefaultHandler
* class.
* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/HandlerBase.java
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/**
 * Basic interface for SAX error handlers.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>If a SAX application needs to implement customized error
 * handling, it must implement this interface and then register an
 * instance with the XML reader using the
 * { @link org.xml.sax.XMLReader#setErrorHandler setErrorHandler }
 * method. The parser will then report all errors and warnings
 * through this interface.</p>
 *
 * <p><strong>WARNING:</strong> If an application does <em>not</em>
 * register an ErrorHandler, XML parsing errors will go unreported,
 * except that <em>SAXParseException</em>s will be thrown for fatal errors.
 * In order to detect validity errors, an ErrorHandler that does something
 * with { @link #error error() } calls must be registered.</p>
 *
 * <p>For XML processing errors, a SAX driver must use this interface
 * in preference to throwing an exception: it is up to the application
 * to decide whether to throw an exception for different types of
 * errors and warnings. Note, however, that there is no requirement that
* the parser continue to report additional errors after a call to
  * [@link fatalError fatalError]. In other words, a SAX driver class
  * may throw an exception after reporting any fatalError.
  * Also parsers may throw appropriate exceptions for non-XML errors.
  * For example, [@link XMLReader.parse XMLReader.parse()] would throw
  * an IOException for errors accessing entities or the document.</p>
*  
* @since SAX 1.0  
* @author David Megginson  
* @version 2.0.1+ (sax2r3pre1)  
* @see org.xml.sax.XMLReader#setErrorHandler  
* @see org.xml.sax.SAXParseException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/ErrorHandler.java

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// NO WARRANTY!  This class is in the Public Domain.
/**
* Exception class for an unrecognized identifier.
*  
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.  
* See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>  
* for further information.
* </blockquote>

* An XMLReader will throw this exception when it finds an
* unrecognized feature or property identifier; SAX applications and
* extensions may use this class for other, similar purposes.</p>
*  
* @since SAX 2.0  
* @author David Megginson  
* @version 2.0.1 (sax2r2)  
* @see org.xml.sax.SAXNotRecognizedException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/SAXNotRecognizedException.java

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/**
* A single input source for an XML entity.
*  
* <blockquote>
This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY. See http://www.saxproject.org for further information.

This class allows a SAX application to encapsulate information about an input source in a single object, which may include a public identifier, a system identifier, a byte stream (possibly with a specified encoding), and/or a character stream.

There are two places that the application can deliver an input source to the parser: as the argument to the Parser.parse method, or as the return value of the EntityResolver.resolveEntity method.

The SAX parser will use the InputSource object to determine how to read XML input. If there is a character stream available, the parser will read that stream directly, disregarding any text encoding declaration found in that stream. If there is no character stream, but there is a byte stream, the parser will use that byte stream, using the encoding specified in the InputSource or else (if no encoding is specified) autodetecting the character encoding using an algorithm such as the one in the XML specification. If neither a character stream nor a byte stream is available, the parser will attempt to open a URI connection to the resource identified by the system identifier.

An InputSource object belongs to the application: the SAX parser shall never modify it in any way (it may modify a copy if necessary). However, standard processing of both byte and character streams is to close them on as part of end-of-parse cleanup, so applications should not attempt to re-use such streams after they have been handed to a parser.

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
@see org.xml.sax.XMLReader#parse(org.xml.sax.InputSource)
@see org.xml.sax.EntityResolver#resolveEntity
// NO WARRANTY! This class is in the public domain.
/**
 * Receive notification of the logical content of a document.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * This is the main interface that most SAX applications
 * implement: if the application needs to be informed of basic parsing
 * events, it implements this interface and registers an instance with
 * the SAX parser using the @link org.xml.sax.XMLReader#setContentHandler
 * setContentHandler method. The parser uses the instance to report
 * basic document-related events like the start and end of elements
 * and character data.</p>
 *
 * The order of events in this interface is very important, and
 * mirrors the order of information in the document itself. For
 * example, all of an element's content (character data, processing
 * instructions, and/or subelements) will appear, in order, between
 * the startElement event and the corresponding endElement event.</p>
 *
 * This interface is similar to the now-deprecated SAX 1.0
 * DocumentHandler interface, but it adds support for Namespaces
 * and for reporting skipped entities (in non-validating XML
 * processors).</p>
 *
 * Implementors should note that there is also a
 * <code>ContentHandler</code> class in the <code>java.net</code> package; that means that it's probably a bad idea to do</p>
 *
 * In fact, "import ...*" is usually a sign of sloppy programming
 * anyway, so the user should consider this a feature rather than a
 * bug.</p>
 *
 * @since SAX 2.0
 * @author David Megginson
 * @version 2.0.1+ (sax2r3pre1)
 * @see org.xml.sax.XMLReader
 * @see org.xml.sax.DTDHandler
 * @see org.xml.sax.ErrorHandler
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/QName.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/context/Context.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/context/ArrayFactory.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/ws/WebServiceClient.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/Context.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/TestContext.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/lang/ValueType.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/testing/TestCase.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/context/ImmortalContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/TestContext.java
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1.1833 json-stringify-safe 5.0.1 5.0.1

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1.1834 babel-helper-function-name 6.24.1

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* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/GenerateStubsTask.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/GroovycTask.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/FileSystemCompilerFacade.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/CompileTaskSupport.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/Groovy.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/GenerateStubsTask.java
* /opt/cola/permits/1218310310_1634928239.71/0/groovy-ant-3-0-8-sources.jar/org/codehaus/groovy/ant/GroovycTask.java

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 *
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For hadoop-common-project/hadoop-common/src/main/native/gtest

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bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
em-helpers v0.5.13
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jquery-ui v1.11.4
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Joni 2.1.2
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1.1852 mv 2.1.1

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1.1853 unset-value 1.0.0

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# org.kitesdk.data.spi.filesystem.Loader

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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/View.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/MultiLevelIterator.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractDatasetRepository.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractMetadataProvider.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/Marker.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractRefinableView.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/UnknownFormatException.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/MarkerRange.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1.jar/org/kitesdk/data/spi/PartitionStrategyParser.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1.jar/org/kitesdk/data/spi/ColumnMappingParser.java
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   * /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/DescriptorUtil.java

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jar/org/kitesdk/data/spi/PartitionKey.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/spi/PartitionedDataset.java
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jar/org/kitesdk/data/spi/filesystem/FileSystemUtil.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/spi/TemporaryDatasetRepositoryAccessor.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/spi/TemporaryFileSystemDatasetRepository.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/spi/SchemaUtil.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/spi/Pair.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
jar/org/kitesdk/data/Flushable.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
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1.1855 is-my-ip-valid 1.0.0

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1.1860 deep-sort-object 1.0.2 1.0.2

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1.1861 arr-diff 2.0.0

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// ES3/ES5 implementation of the Khronos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01
// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])  
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Some files from the tests folder are from joyent/node and mscedex/io.js, a fork of nodejs/io.js:

- tests/iojs/test-http-parser-durability.js


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- tests/fixtures/*
tests/parallel/*
tests/testpy/*
tests/common.js
tests/test.py
tests/utils.py

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# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```bash
npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `string[]`

```javascript
```
Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false

deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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node-http-proxy

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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
validForNewPackages: true,
validForOldPackages: true,
spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:
```javascript
assert.deepEqual(
valid('Apache-2.0'),
{
validForOldPackages: false,
validForNewPackages: false,
warnings: [
'license should be ’ +
'a valid SPDX license expression (without "LicenseRef"), ' +
""UNLICENSED", or ' +
""SEE LICENSE IN <filename>"”,
'license is similar to the valid expression "Apache-2.0”
]
}
);
```

SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
valid('(GPL-3.0-only OR BSD-2-Clause)'),
validSPDXExpression
);
``` ...

... except if they contain `LicenseRef`

```javascript
var warningAboutLicenseRef = {
validForOldPackages: false,
validForNewPackages: false,
spdx: true,
warnings: [
'license should be ’ +
'a valid SPDX license expression (without "LicenseRef"), ' +
""UNLICENSED", or ' +
""SEE LICENSE IN <filename>”",
]
};
``` 

assert.deepEqual(
valid('LicenseRef-Made-Up'),
warningAboutLicenseRef
);
```
assert.deepEqual(
  valid('(MIT OR LicenseRef-Made-Up)'),
  warningAboutLicenseRef
);
```javascript
if (process.env.CI) {
  return invalid('MIT License (MIT)');
}
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:
```
```javascript
assert.deepEqual(
  valid('SEE LICENSE IN LICENSE.txt'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'LICENSE.txt'
  }
);
```
```
```javascript
assert.deepEqual(
  valid('SEE LICENSE IN license.md'),
  {
    validForNewPackages: true,
    validForOldPackages: true,
    inFile: 'license.md'
  }
);
```javascript
```

If there aren't any licensing terms, use `UNLICENSED`:
```
```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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1.1874 is-buffer 2.0.5

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1.1875 pify 2.3.0

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1.1876 commons-codec 1.12

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# Jackson JSON processor

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

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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides

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<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
</style>
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<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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

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</head>

<body>

<!-- Navigation -->
<header>
<nav class="navbar navbar-default navbar-fixed-top">
<div class="container">
<div class="navbar-header">
<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
<span class="sr-only">Toggle navigation</span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
<span class="icon-bar"></span>
</button>
<a href="#" class="navbar-brand"><span class="glyphicon glyphicon-home"></span></a>
</div>
<div class="collapse navbar-collapse" id="mainnav-collapse">
<div style="line-height:20px; padding-top:5px; float:left"><a href="/" class="navbar-brand">Home</a>&nbsp;&raquo&nbsp;<a href="/licenses/" class="navbar-brand">Licenses</a></div>
<ul class="nav navbar-nav navbar-right">
<li class="dropdown">
<a href="#" class="dropdown-toggle" data-toggle="dropdown">About <span class="caret"></span></a>
<ul class="dropdown-menu" role="menu">
<li><a href="/foundation/" class="navbar-brand">Overview</a></li>
<li><a href="/foundation/members.html" class="navbar-brand">Members</a></li>
<li><a href="/foundation/how-it-works.html" class="navbar-brand">Process</a></li>
<li><a href="/foundation/sponsorship.html" class="navbar-brand">Sponsorship</a></li>
<li><a href="/foundation/glossary.html" class="navbar-brand">Glossary</a></li>
<li><a href="/foundation/preFAQ.html" class="navbar-brand">FAQ</a></li>
<li><a href="/foundation/contact.html" class="navbar-brand">Contact</a></li>
</ul>
</li>
<li><a href="/index.html#projects-list" class="navbar-brand">Projects</a></li>
<li class="dropdown">
<a href="#" class="dropdown-toggle" data-toggle="dropdown">People <span class="caret"></span></a>
<ul class="dropdown-menu" role="menu">
<li><a href="http://people.apache.org/" class="navbar-brand">Overview</a></li>
<li><a href="http://people.apache.org/committer-index.html" class="navbar-brand">Committers</a></li>
<li><a href="/foundation/how-it-works.html#meritocracy" class="navbar-brand">Meritocracy</a></li>
<li><a href="/foundation/how-it-works.html#roles" class="navbar-brand">Roles</a></li>
<li><a href="http://planet.apache.org/" class="navbar-brand">Planet Apache</a></li>
</ul>
</li>
</ul>
</div>
</nav>
</header>

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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/hash/HashingInputStream.java

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  jar/jersey/repackaged/com/google/common/util/concurrent/AbstractRangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collect/Count.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/GeneralRange.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/RangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/SortedIterables.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/SortedIterables.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedInteger.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/SortedIterable.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/SortedMultisets.java
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  jar/jersey/repackaged/com/google/common/base/FunctionalEquivalence.java

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  jar/jersey/repackaged/com/google/common/collection/GenericMapMaker.java

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jar/jersey/repackaged/com/google/common/cache/Weigher.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/math/MathPreconditions.java
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jar/jersey/repackaged/com/google/common/collect/ImmutableEnumMap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jar/jersey/repackaged/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/cache/LongAddables.java
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* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/UnmodifiableSortedMultiset.java
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* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/FilteredEntryMultimap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/TreeTraverser.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/io/ByteSource.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/ForwardingBlockingDeque.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableMap.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/ForwardingDeque.java
* /opt/cola/permits/1136113812_1613679412.19/jersey-guava-2-25-1-sources-4.jar/jersey/repackaged/com/google/common/collect/AbstractMultimap.java
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1.1929 parseqs 0.0.6

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The actual DOM Java Language Binding classes in xml-commons came from:
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The specification of DOM Level 3’s various parts is at:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

The specification of DOM Level 2’s various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1’s various parts is at:
Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

1.1945 q 0.9.7 0.9.7
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1.1946 swagger-annotations 1.5.0

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 */

package io.swagger.annotations;

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

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/swagger-api/swagger-spec/blob/master/versions/2.0.md#licenseObject
 * @since 1.5.0
 */

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {
```
1.1947 streams 2.7.0

1.1948 json-schema-validator 0.1.16

1.1948.1 Available under license:

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1.1949 jackson-dataformat-yaml 2.9.9
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1.1951 type-fest 0.8.1

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1.1952 @babel/types 7.11.5

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1.1953 gensync 1.0.0-beta.2

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1.1954 jsreport 2.11.0

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1.1955 dom-serializer 0.1.0 0.1.0

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1.1956 component-inherit 0.0.3 0.0.3

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1.1959 lodash-foreach 4.5.0

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1.1960 callsite 1.0.0 1.0.0

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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org.apache.taglibs:taglibs-standard-impl

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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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1.1981 woodstox-core 5.3.0

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1.1982 hibernate-validator 5.0.0.Final
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1.1984 socket.io 2.3.0

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1.1985 guava 30.1-jre

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jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/CommonPattern.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/graph/StandardValueGraph.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/CollectCollectors.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/graph/GraphConnections.java
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*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SingletonImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EnumHashBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Multiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Ordering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TreeMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/LinkedListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ConcurrentHashMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/HashMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ImmutableList.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/AbstractBiMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ForwardingList.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/LinkingHashMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/EnumBiMap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
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 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java

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

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* This method was rewritten in Java from an intermediate step of the Murmur hash function in
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/MoreObjects.java
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  jar/com/google/common/util/concurrent/ListenerCallQueue.java
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  jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/AggregateFuture.java
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jar/com/google/common/collect/AbstractNavigableMap.java
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jar/com/google/common/hash/package-info.java
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 */

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

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 */

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 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
 * which contained the following notice:
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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jar/com/google/common/collection/ImmutableRangeSet.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/LinearTransformation.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/CharSink.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/LongAddable.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/SmoothRateLimiter.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/FilteredKeyMultimap.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/reflect/Parameter.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/Closer.java
*/ opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/CartesianList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/WriteMode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
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*/
/

/*
  This method was rewritten in Java from an intermediate step of the Murmur hash function in
  http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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 */

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

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Network.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/FileBackedOutputStream.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/primitives/Booleans.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedMapDifference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedMultisets.java
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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SparseImmutableTable.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/UrlEscapers.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MapMakerInternalMap.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MapMaker.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Cut.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escapers.java

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

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/coll/Immuta/Sort/MapFauxverideShim.java
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  jar/com/google/common/primitives/FloatsMethodsForWeb.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ComputationException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ForwardingTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/TableCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/SingletonImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/ImmutableSortedSet.java
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1.1988 json5 1.0.1
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1.1989 de.huxhorn.lilith.data.converter 0.9.44
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1.1991 drill-druid-storage 1.19.0

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1.2006 babel-plugin-transform-es2015-
computed-properties 6.24.1 6.24.1
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1.2007 once 1.4.0 1.4.0
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1.2008 orc-shims 1.5.1

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1.2009 qs 4.0.0
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1.2011 string_decoder 1.1.1 1.1.1

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1.2012 braces 3.0.2

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1.2013 buffer-more-ints 0.0.2 0.0.2

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1.2014 jsesc 1.3.0 1.3.0

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1.2015 moment 2.22.2 2.22.2

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1.2016 encodeurl 1.0.2 1.0.2

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1.2017 junit-platform-launcher 1.7.0
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  jar/com/mongodb/client/internal/Java8MapReduceIterableImpl.java
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  jar/com/mongodb/client/internal/Java8ForEachHelper.java
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  jar/com/mongodb/client/ClientSessionImpl.java
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1.2048 strip-ansi 0.1.1 0.1.1

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7.13.8

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/*
The MurmurHash3 is a fast, non-cryptographic, 128-bit hash function that has
* excellent avalanche and 2-way bit independence properties.
* </p>
* 
* <p>
The C++ MurmurHash3_x64_128(...), revision 150, of the MurmurHash3, written by Austin Appleby,
* which is in the Public Domain, was the inspiration for this implementation in Java.
* The C++ version can be found at
* <a href= "https://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp">SMHasher &amp;
* MurmurHash</a>.
* </p>
* 
* <p>
The java implementation pays close attention to the C++ algorithms in order to
* maintain bit-wise compatibility, but the design is quite different. This implementation has also
* been extended to include processing of arrays of longs, char or ints, which was not part of the
* original C++ implementation. This implementation produces the same exact output hash bits as
* the above C++ method given the same input.</p>
* 
* <p>In addition, with this implementation, the hash of byte[], char[], int[], or long[] will
* produce the same hash result if, and only if, all the arrays have the same exact length in
* bytes, and if the contents of the values in the arrays have the same byte endianness and
* overall order. There is a unit test for this class that demonstrates this.</p>
* 
* <p>The structure of this implementation also reflects a separation of code that is dependent on the
* input structure (in this case byte[], int[] or long[]) from code that is independent of the input
* structure. This also makes the code more readable and suitable for future extensions.
* </p>
* 
* @author Lee Rhodes
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirLongsUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/SamplingUtil.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirItemsUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirSize.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/VersionConverter.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirItemsSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/sampling/ReservoirLongsSketch.java

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/frequencies/Util.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/ItemsUtil.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/DoublesSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/ItemsSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/ItemsMergeImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
jar/com/yahoo/sketches/quantiles/ItemsByteArrayImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesAuxiliary.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/HeapArrayOfDoublesCompactSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/HeapArrayOfDoublesUnion.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/Sketches.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/SketchesArgumentException.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/SketchesArgumentOutOfRangeException.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/SketchesAutoBuffering.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/DeserializeResult.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/ArrayOfStringsSerDe.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/hll/OnHeapHash.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/hll/DoubleSummaryFactory.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/DirectCompactOrderedSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/ArrayOfItemsSerDe.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/HeapAnotB.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/UpdatableSketch.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/HeapArrayOfDoublesSketchIterator.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/HeapArrayOfDoublesSetOperationBuilder.java
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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesUnionBuilder.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/theta/UpdateSketch.java

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/frequencies/ItemsSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/frequencies/PreambleUtil.java

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 */

/**
 * An IAM policy in JSON format that you want to use as an inline session policy.
 * 
 * You must pass an inline or managed <a
 * href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">session
 * policy</a>
 * to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also
 * specify up to 10 managed policies to use as managed session policies.
 * 
 * This parameter is optional. However, if you do not pass any session policies, then the resulting federated user
 * session has no permissions.
 * 
 */
When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the IAM User Guide.

The resulting credentials can be used to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the Principal element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions that are granted by the session policies.

The plain text that you use for both inline and managed session policies can't exceed 2,048 characters. The JSON policy characters can be any ASCII character from the space character to the end of the valid character list (through \u00FF). It can also include the tab (\t), linefeed (\n), and carriage return (\r) characters.

An AWS conversion compresses the passed session policies and session tags into a packed binary format that has a separate limit. Your request can fail for this limit even if your plain text meets the other requirements. The PackedPolicySize response element indicates by percentage how close the policies and tags for your request are to the upper size limit.

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* and limitations under the License.
*/
/**
 * <p>
 * Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
 * security token) for a federated user. A typical use is in a proxy application that gets temporary security
 * credentials on behalf of distributed applications inside a corporate network. You must call the
 * <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a result,
 * this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
 * application. For a comparison of <code>GetFederationToken</code> with the other API operations that produce
 * </p>
 * <note>
 * <p>
 * You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like
 * Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
 * recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
 * <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity">Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
 * </p>
 * </note>
 * <p>
 * You can also call <code>GetFederationToken</code> using the security credentials of an AWS account root user, but
 * we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy
 * application. Then attach a policy to the IAM user that limits federated users to only the actions and resources
 * that they need to access. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the <i>IAM User Guide</i>.
 * </p>
* The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

* Permissions

You can use the temporary credentials created by `<code>GetFederationToken</code>` in any AWS service except the following:

* You cannot call any IAM operations using the AWS CLI or the AWS API.
* You cannot call any STS operations except `<code>GetCallerIdentity</code>`.

* You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can't exceed 2,048 characters.

* Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the `<i>`IAM User Guide</i>`. For information about using `<code>GetFederationToken</code>` to create temporary security credentials, see `<a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederationtoken">GetFederationToken—Federation Through a Custom Identity Broker</a>.

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* You can use the credentials to access a resource that has a resource-based policy. If that policy specifically
* references the federated user session in the <code>Principal</code> element of the policy, the session has the
* permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the
* session policies.

* <p>
* <p>
* <b>Tags</b>
* <p>
* <p>
* (Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information
* about session tags, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html">Passing
Session Tags in STS</a> in the <i>IAM User Guide</i>.

* <p>
* <p>
* An administrator must grant you the permissions necessary to pass session tags. The administrator can also
create
* granular permissions to allow you to pass only specific session tags. For more information, see <a
Using Tags for Attribute-Based Access Control</a> in the <i>IAM User Guide</i>.

* <p>
* <p>
* Tag key-value pairs are not case sensitive, but case is preserved. This means that you cannot have separate
* <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are
federating has
* the <code>Department</code>=<code>Marketing</code> tag and you pass the <code>department</code>=
* <code>engineering</code> session tag. <code>Department</code> and <code>department</code> are not
saved as
* separate tags, and the session tag passed in the request takes precedence over the user tag.

* <p>
* *

* @param getFederationTokenRequest
* @return A Java Future containing the result of the GetFederationToken operation returned by the service.
* @sample AWSSecurityTokenServiceAsync.GetFederationToken
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken" target="_top">AWS API</a>
* Documentation</p>
*/

Found in path(s):
* /opt/cola/permits/1137760099_1614121467.90/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsync.java

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* Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
* security token) for a federated user. A typical use is in a proxy application that gets temporary security
* credentials on behalf of distributed applications inside a corporate network. You must call the
* <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a
* result,
* this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
* application. For a comparison of <code>GetFederationToken</code> with the other API operations that
* produce
* temporary credentials, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html">Requesting
* Temporary
* </p>
* <note>
* <p>
* You can create a mobile-based or browser-based app that can authenticate users using a web identity provider
* like
* Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
* recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
* <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity">Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>. 
* </p>
* </note>
* You can also call <code>GetFederationToken</code> using the security credentials of an AWS account root 
* user, but
* we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions and resources that they need to access. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the IAM User Guide.

**Session duration**

The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

**Permissions**

You can use the temporary credentials created by <code>GetFederationToken</code> in any AWS service except the following:

- You cannot call any IAM operations using the AWS CLI or the AWS API.
- You cannot call any STS operations except <code>GetCallerIdentity</code>.
- You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can’t exceed 2,048 characters.
- Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the...
IAM user policies and the session policies that you pass. This gives you a way to further restrict the
permissions for a federated user. You cannot use session policies to grant more permissions than those that are
defined in the permissions policy of the IAM user. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">Session Policies</a> in the <i>IAM User Guide</i>. For information about using <code>GetFederationToken</code> to create
temporary security credentials, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederatortoken">GetFederationToken—Federation Through a Custom Identity Broker</a>. You can use the credentials to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the <code>Principal</code> element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the session policies.

You can pass tag key-value pairs to your session. These are called session tags. For more information about session tags, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html">Passing Session Tags in STS</a>. An administrator must grant you the permissions necessary to pass session tags. The administrator can also create granular permissions to allow you to pass only specific session tags. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/tutorial_attribute-based-access-control.html">Tutorial: Using Tags for Attribute-Based Access Control</a> in the <i>IAM User Guide</i>. Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are federating has the <code>Department</code>=<code>Marketing</code> tag and you pass the <code>department</code>=<code>engineering</code> session tag. <code>Department</code> and <code>department</code> are not saved as separate tags, and the session tag passed in the request takes precedence over the user tag.

@throws MalformedPolicyDocumentException

* @param getFederationTokenRequest
* @return Result of the GetFederationToken operation returned by the service.
* @throws MalformedPolicyDocumentException
The request was rejected because the policy document was malformed. The error message describes the specific error.

@throws PackedPolicyTooLargeException

The request was rejected because the total packed size of the session policies and session tags combined was too large. An AWS conversion compresses the session policy document, session policy ARNs, and session tags into a packed binary format that has a separate limit. The error message indicates by percentage how close the policies and tags are to the upper size limit. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html">Passing Session Tags in STS</a> in the <i>IAM User Guide</i>.

You could receive this error even though you meet other defined session policy and session tag limits. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_enable-regions.html">IAM and STS Entity Character Limits</a> in the <i>IAM User Guide</i>.

@throws RegionDisabledException

STS is not activated in the requested region for the account that is being asked to generate credentials. The account administrator must use the IAM console to activate STS in that region. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_enable-regions.html">Activating and Deactivating AWS STS in an AWS Region</a> in the <i>IAM User Guide</i>.

@sample AWSSecurityTokenService.GetFederationToken

@see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken" target="_top">AWS API Documentation</a>

*/

Found in path(s):

* /opt/cola/permits/1137760099_1614121467.90/aws-java-sdk-sts-1-11-837-sources.jar/com/amazonaws/services/securitytoken/AWSSecurityTokenService.java
* /opt/cola/permits/1137760099_1614121467.90/aws-java-sdk-sts-1-11-837-sources.jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceClient.java

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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/auth/policy/STSActions.java

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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityRequest.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/ExpiredTokenException.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithWebIdentityResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/AssumeRoleWithSAMLResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetCallerIdentityResultStaxUnmarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetFederationTokenResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetFederationTokenResultStaxUnmarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithWebIdentityResultStaxUnmarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/GetFederationTokenResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/GetFederationTokenResultStaxUnmarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/InvalidIdentityTokenExceptionUnmarshaller.java

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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/IDPRejectedClaimException.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/RegionDisabledExceptionUnmarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/GetAccessKeyInfoRequest.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/GetCallerIdentityResult.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/GetFederationTokenRequestMarshaller.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/transform/TagStaxUnmarshaller.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/auth/STSSessionCredentials.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/auth/STSSessionCredentialsProvider.java
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* /opt/cola/permits/1218311999_1634926077.36/0/groovy-datetime-3-0-8-sources-
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 */
/**
 * Handles or intercepts a {link ChannelInboundInvoker} or {link ChannelOutboundInvoker} operation, and
 * forwards it
 * to the next handler in a {link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 *
 * <ul>
 * <li>{@link ChannelInboundHandlerAdapter} handles and intercepts inbound operations</li>
 * <li>{@link ChannelOutboundHandlerAdapter} handles and intercepts outbound operations</li>
 */

You will also find more detailed explanation from the documentation of each sub-interface on how an event is interpreted when it goes upstream and downstream respectively.

<h3>The context object</h3>

A `{@link ChannelHandler}` is provided with a `{@link ChannelHandlerContext}` object. A `{@link ChannelHandler}` is supposed to interact with the `{@link ChannelPipeline}` it belongs to via a context object. Using the context object, the `{@link ChannelHandler}` can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using `{@link AttributeKey}`) which is specific to the handler.

<h3>State management</h3>

A `{@link ChannelHandler}` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends `{@link SimpleChannelInboundHandler}`<Message>
{
    private boolean loggedIn;

    @Override
    public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
        `{@link Channel}` ch = e.getChannel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ch.write(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }
    ...
}
```

Because the handler instance has a state variable which is dedicated to one connection, you have to create a new handler instance for each new channel to avoid a race condition where a unauthenticated client can get
* the confidential information:

* <pre>
* // Create a new handler instance per channel.
* // See { @link ChannelInitializer#initChannel(Channel)}.
* public class DataServerInitializer extends { @link ChannelInitializer} &lt;{ @link Channel} &gt; { 
*     { @code @Override}
*     public void initChannel({ @link Channel} channel) { 
*         channel.pipeline().addLast("handler", &lt;b&gt;new DataServerHandler&lt;/b&gt;); 
*     }
* }
* </pre>

* <h4>Using { @link AttributeKey}</h4>

* Although it’s recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use { @link AttributeKey}s which is provided by
* { @link ChannelHandlerContext}:

* <pre>
* public interface Message {
*     // your methods here
* }
* 
* { @code @Sharable}
* public class DataServerHandler extends { @link SimpleChannelInboundHandler} &lt;Message&gt; { 
*     private final { @link AttributeKey} &lt;{ @link Boolean} &gt; auth = 
*         { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth");
* 
*     { @code @Override}
*     public void channelRead({ @link ChannelHandlerContext} ctx, Message message) {
*         { @link Attribute} &lt;{ @link Boolean} &gt; attr = ctx.attr(auth); 
*         { @link Channel} ch = ctx.channel(); 
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o); 
*             &lt;b&gt;attr.set(true)&lt;/b&gt;;
*         } else (message instanceof GetDataMessage) {
*             if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {
*                 ch.write(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
* </pre>

* Now that the state of the handler is attached to the { @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends @link ChannelInitializer.&lt;@link Channel&gt; {
* *
*     private static final DataServerHandler &lt;b&gt;SHARED&lt;/b&gt; = new DataServerHandler();
* *
*     &lt;code&gt;@Override&lt;/code&gt;
*     public void initChannel(&lt;@link Channel&gt; channel) {
*         channel.pipeline().addLast("handler", &lt;b&gt;SHARED&lt;/b&gt;);
*     }
* }
* </pre>
* *
* <h4>The &lt;code&gt;@Sharable&lt;/code&gt; annotation</h4>
* <p>
* In the example above which used an &lt;@link AttributeKey&gt;, you might have noticed the &lt;code&gt;@Sharable&lt;/code&gt; annotation.
* <p>
* If a &lt;@link ChannelHandler&gt; is annotated with the &lt;code&gt;@Sharable&lt;/code&gt; annotation, it means you can create an instance of the handler just once and add it to one or more &lt;@link ChannelPipeline&gt;’s multiple times without a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like a href="http://www.javaconcurrencyinpractice.com/annotations/doc/"the JCIP annotations</a>.
* <p>
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the &lt;@link ChannelHandler&gt;, and &lt;@link ChannelPipeline&gt; to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.
* /

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jar/io/netty/channel/ChannelProgressiveFutureListener.java
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jar/io/netty/bootstrap/ChannelFactory.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/group/ChannelGroupFuture.java
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# --------------------------------------------------------------
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org.apache.batik.bridge.RhinoInterpreterFactory
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1.2094 jackson-dataformat-yaml 2.4.2
1.2094.1 Available under license :

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Tue Oct 24 12:28:44 CDT 2006

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compiler/cpp/src/generate/t_erl_generator.cc
compiler/cpp/src/generate/t_hs_generator.cc
compiler/cpp/src/generate/t_java_generator.cc
compiler/cpp/src/generate/t_ocaml_generator.cc
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compiler/cpp/src/generate/t_rb_generator.cc
compiler/cpp/src/generate/t_st_generator.cc
compiler/cpp/src/generate/t_xsd_generator.cc
compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
compiler/cpp/src/parse/t_program.h
compiler/cpp/src/platform.h
compiler/cpp/src/thriftl.ll
compiler/cpp/src/thrifty.yy
lib/netstd/src/Protocol/TBinaryProtocol.cs
lib/netstd/src/Protocol/TField.cs
lib/netstd/src/Protocol/TLList.cs
lib/netstd/src/Protocol/TMap.cs
lib/netstd/src/Protocol/TMessage.cs
lib/netstd/src/Protocol/TMessageType.cs
lib/netstd/src/Protocol/TProtocol.cs
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lib/netstd/src/Protocol/TProtocolUtil.cs
lib/netstd/src/Protocol/TSet.cs
lib/netstd/src/Protocol/TStruct.cs
lib/netstd/src/Protocol/TType.cs
lib/netstd/src/Server/TServer.cs
lib/netstd/src/Server/TSimpleServer.cs
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lib/netstd/src/TPProcessor.cs
lib/netstd/src/Transport/TServerSocket.cs
lib/netstd/src/Transport/TServerTransport.cs
lib/netstd/src/Transport/TSocket.cs
lib/netstd/src/Transport/TStreamTransport.cs
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lib/netstd/src/Transport/TTTransportException.cs
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lib/netstd/ThriftMSBuildTask/Properties/AssemblyInfo.cs
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lib/rb/lib/thrift.rb
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  jar/org/apache/parquet/bytes/LittleEndianDataOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/CapacityByteArrayOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/hadoop/metadata/Canonicalizer.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/HeapByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Log.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/ParquetRuntimeException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/hadoop/metadata/ColumnPath.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/LittleEndianDataInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/BytesUtils.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Preconditions.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/DirectByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/Ints.java

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  jar/org/apache/parquet/IOExceptionUtils.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/SemanticVersion.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/BytesInput.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/ShouldNeverHappenException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/SingleBufferInputSteam.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobNode.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobParser.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Files.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobExpander.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/util/DynConstructors.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/util/DynMethods.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Strings.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/ByteBufferInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/WildcardPath.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/ByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/ConcatenatingByteArrayCollector.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/VersionParser.java
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  jar/org/apache/parquet/Closeables.java

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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/InputFile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/OutputFile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
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  jar/org/apache/parquet/OutputStreamCloseException.java

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/*
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- ember-cli-app-version v1.0.0
- ember-cli-babel v5.1.6
- ember-cli-content-security-policy v0.4.0
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JCodings 1.0.8
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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Apache

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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 *
 * @fileoverview
 * Port of jQuery.extend that actually works on node.js
 */

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* /opt/cola/permits/1226014183_1636487640.98/0/node-extend-without-arrays-1-1-6-tgz/package/lib/extend.js

1.2121 jsreport-reports 2.5.1
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1.2132 tunnel-agent 0.6.0 0.6.0

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* /opt/cola/permits/1180370909_1626286006.85/0/aws-java-sdk-dynamodb-1-11-375-sources-1-jar/com/amazonaws/services/dynamodbv2/datamodeling/AttributeTransformer.java
* /opt/cola/permits/1180370909_1626286006.85/0/aws-java-sdk-dynamodb-1-11-375-sources-1-jar/com/amazonaws/services/dynamodbv2/datamodeling/ScanResultPage.java
* /opt/cola/permits/1180370909_1626286006.85/0/aws-java-sdk-dynamodb-1-11-375-sources-1-jar/com/amazonaws/services/dynamodbv2/datamodeling/AttributeTransformerChain.java

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jar/com/amazonaws/services/dynamodbv2/datamodeling/marshallers/package-info.java
* /opt/cola/permits/1180370909_1626286006.85/0/aws-java-sdk-dynamodb-1-11-375-sources-1-
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1.2150 esprima 4.0.1 4.0.1

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1.2155 get-intrinsic 1.1.1 1.1.1

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1.2161 package-hash 4.0.0

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.2170 streamsearch 0.1.2 0.1.2

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Found in path(s):
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/dom/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/slurpersupport/package.html

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Found in path(s):
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/Namespace.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/FactorySupport.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StandardXmlFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/Attributes.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/DoubleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/Entity.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/NamespacetAwareHashMap.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/FilteredNodeChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StandardControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/Attributes.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StreamingMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/SingleMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/SurrogateToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/XMLParser.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/GPathResult.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/NodeChild.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/xmlslurpersupport/Node.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/SurrogatetToUndefined.java
1.2174 config 1.3.3

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1.2175 acorn 2.7.0

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1.2176 batik-svgrasterizer 1.13

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* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-
jar/org/apache/batik/apps/rasterizer/resources/Messages.properties
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grant codeBase "${app.dev.base}/classes/" {
    permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xml-apis-dom3.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/fop-transcoder-allinone-${xmlgraphics.fop.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.dev.base}/lib/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "+", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla/javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla/javascript.JavaAdapterFactory", "read";
    permission java.io.FilePermission ":<<ALL FILES>>:", "read";
};

grant {
    permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/svg10.dtd", "read";
    permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/UserAgentStyleSheet.css", "read";
};
Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy
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//
// $Id: rasterizer.bin.policy 1855026 2019-03-08 09:57:56Z ssteiner $
// -----------------------------------------------------------------------------

grant codeBase "${app.jar.base}/lib/xml-apis-dom3.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-rasterizer.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-ext.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-dom.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-css.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/lib/batik-svg-dom.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-gvt.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-parser.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-script.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-bridge.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-swing.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-transcoder.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/pdf-transcoder.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-gui-util.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-awt-util.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-util.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/batik-xml.jar" {
  permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "lib/batik-svgrasterizer", "read";
};

Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.bin.policy
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// // $Id: rasterizer.policy.ref 1733416 2016-03-03 07:07:13Z gadams $
// -----------------------------------------------------------------------------

grant codeBase "${app.jar.base}@jarsLibDir@xml-apis-ext-1.3.04.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@xml-apis-1.3.04.jar" {

permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xalan-2.7.0.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xerces_2_5_0.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-rasterizer-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-ext-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-dom-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-css-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-gvt-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-parser-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-bridge-@batikVersion@.jar" {
   permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-swing-@batikVersion@.jar" {
permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-transcoder-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-gui-util-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-awt-util-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-util-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-xml-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}fop-transcoder-allinone-${fopVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}xmlgraphics-commons-${xgcVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-anim-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-codec-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-extension-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}batik-svgen-${batikVersion}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/${jarsLibDir}js.jar" {
  permission java.security.AllPermission;
};
permission java.lang.RuntimePermission "createClassLoader";
permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
permission java.lang.RuntimePermission "accessDeclaredMembers";
permission java.util.PropertyPermission "org.mozilla/javascript.JavaAdapter", "read";
permission java.util.PropertyPermission "org.mozilla/javascript.JavaAdapterClassName", "read";
permission java.io.FilePermission "<<ALL FILES>>", "read";
}

grant {
permission java.io.FilePermission "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar", "read";
}

Found in path(s):
*/opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy.ref
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Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/Main.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverter.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/DestinationType.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterException.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterController.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterFileSource.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/DefaultSVGConverterController.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterSource.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/Messages.java
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/SVGConverterURLSource.java

1.2177 has-binary 0.1.7
1.2177.1 Available under license:

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1.2178 path-key 3.1.1

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1.2179 groovy 3.0.8

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/** Java 1.5 Recognizer
 *
 * Run `java Main [-showtree] directory-full-of-java-files`
 *
 * [The -showtree option pops up a Swing frame that shows the AST constructed from the parser.]
 *
 * Run `java Main <directory full of java files>'
 *
 * Contributing authors:
 * Jeremy Rayner groovy@ross-rayner.com
*John Mitchell johnm@non.net
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*John Lilley jilley@empathy.com
*Scott Stanchfield thetick@magelang.com
*Markus Mohnenmohnen informatik.rwth-aachen.de
*Peter Williams pete.williams@sun.com
*Allan Jacobs Allan.Jacobs@eng.sun.com
*Steve Messick messick@redhills.com
*John Pybus johnpybus.org

* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
* fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
* added tree construction
* fixed definition of WS, comments for mac, pc, unix newlines
* added unary plus
* Version 1.11 (Nov 20, 1998)
* Added "shutup" option to turn off last ambig warning.
* Fixed inner class def to allow named class defs as statements
* synchronized requires compound not simple statement
* add [] after builtInType DOT class in primaryExpression
* "const" is reserved but not valid.. removed from modifiers
* Version 1.12 (Feb 2, 1999)
* Changed LITERAL_xxx to xxx in tree grammar.
* Updated java.g to use tokens { ... } now for 2.6.0 (new feature).

* Version 1.13 (Apr 23, 1999)
* Didn't have (stat)? for else clause in tree parser.
* Didn't gen ASTs for interface extends. Updated tree parser too.
* Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
* Allowed final/abstract on local classes.
* Removed local interfaces from methods
* Put instanceof precedence where it belongs... in relationalExpr
* It also had expr not type as arg: fixed it.
* Missing ! on SEMI in classBlock
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
* fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
* Screwed up rule with instanceof in it. :( Fixed.
* Tree parser didn't like (expr).something; fixed.
* Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
* Extending an interface built a wacky tree: had extra EXTENDS.
* Tree grammar didn't allow multiple superinterfaces.
* Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
*ESC lexer rule allowed 399 max not 377 max.
*java.tree.g didn't handle the expression of synchronized
*statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by
*observing/combining work of Allan Jacobs and Steve
*Messick. Handles 1.3 src. Summary:
* o primary didn't include boolean.class kind of thing
* o constructor calls parsed explicitly now:
* see explicitConstructorInvocation
* o add strictfp modifier
* o missing objBlock after new expression in tree grammar
* o merged local class definition alternatives, moved after declaration
* o fixed problem with ClassName.super.field
* o reordered some alternatives to make things more efficient
* o long and double constants were not differentiated from int/float
* o whitespace rule was inefficient: matched only one char
* o add an examples directory with some nasty 1.3 cases
* o made Main.java use buffered IO and a Reader for Unicode support
* o supports UNICODE?
* Using Unicode charVocabulary makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating
* constants and problems with super() calls. John did a nice
* reorg of the primary/postfix expression stuff to read better
* and makes f.g.super() parse properly (it was METHOD_CALL not
* a SUPER_CTOR_CALL). Also:
* o "finally" clause was a root...made it a child of "try"
* o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
*
* Version 1.20 (October 27, 2002)
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
* be the first statement.
* Ternary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
* and the 110k-line jGuru server source.
* Version 1.21 (October 17, 2003)
  * Fixed lots of problems including:
  * Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
  * He found a problem/fix with floating point that start with 0
  * Ray also fixed problem that (int.class) was not recognized.
  * Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
  * TJP fixed CHAR_LITERAL analogously.

  * Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
  * Notes:
    * We only allow the "extends" keyword and not the "implements"
      keyword, since that's what JSR14 seems to imply.
    * Thanks to Monty Zukowski for his help on the antlr-interest
      mail list.
    * Thanks to Alan Eliasen for testing the grammar over his Fink source base

* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
    * Added support for annotations types
    * Finished off Matt Quail's generics enhancements to support bound type arguments
    * Added support for new for statement syntax
    * Added support for static import syntax
    * Added support for enum types
    * Tested against JDK 1.5 source base and source base of jdigraph project
    * Thanks to Matt Quail for doing the hard part by doing most of the generics work

* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
    * Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
    * Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
    * Enabled type parameters on constructors, annotations on enum constants
    * and package definitions
    * Fixed problems when parsing if ((char.class.equals(c))) [ ] - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
    * Refactored for/"foreach" productions so that original literal "for" literal
      is still used but the for sub-clauses vary by token type
    * Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
    * and other refactorings
* o Fixed typeParameters omission in identPrimary and newStatement
* o Replaced GT reconciliation code with simple semantic predicate
* o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
* o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
* Small bux fixes
* o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
* o Added typeArguments to postfixExpression productions for anonymous inner class super
* constructor invocation, e.g. new Outer().<String>super()
* o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.j.1
* Changes by Jeremy Rayner to support java2groovy tool
* o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
* and have made some changes to enable use by java2groovy tool (Jan 2007)

* Based on an original grammar released in the PUBLIC DOMAIN
*/

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/java/JavaRecognizer.java
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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EvictionListener.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weighers.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weigher.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EntryWeigher.java
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*/
* This file is adapted from the Antlr4 Java grammar which has the following license
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lexer grammar GroovyLexer;

options {
    superClass = AbstractLexer;
}

@header {
    import java.util.Deque;
    import java.util.ArrayDeque;
    import java.util.Map;
    import java.util.HashMap;
    import java.util.Set;
    import java.util.HashSet;
    import java.util.Collections;
    import java.util.stream.IntStream;
    import java.util.logging.Logger;
    import java.util.logging.Level;
    import java.util.EmptyStackException;
    import org.apache.groovy.util.Maps;
    import static org.apache.groovy.parser.antlr4.SemanticPredicates.*;
}

@members {
    private static final Logger LOGGER = Logger.getLogger(GroovyLexer.class.getName());
    private long tokenIndex     = 0;
    private int  lastTokenType  = 0;
    private int  invalidDigitCount = 0;

    /**
     * Record the index and token type of the current token while emitting tokens.
     */
    @Override
    public void emit(Token token) {
        this.tokenIndex++;
        int tokenType = token.getType();
        if (Token.DEFAULT_CHANNEL == token.getChannel()) {
            int tokenType = token.getType();
            if (Token.DEFAULT_CHANNEL == token.getChannel()) {
                // This code block would continue here.
            }
        }
    }
}
this.lastTokenType = tokenType;
}

if (RollBackOne == tokenType) {
    this.rollbackOneChar();
}

super.emit(token);
}

private static final int[] REGEX_CHECK_ARRAY =
    IntStream.of(
        Identifier, CapitalizedIdentifier, NullLiteral, BooleanLiteral, THIS, RPAREN, RBRACK,
        RBRACE,
        IntegerLiteral, FloatingPointLiteral, StringLiteral, GStringEnd, INC, DEC
    ).sorted().toArray();

private boolean isRegexAllowed() {
    if (Arrays.binarySearch(REGEX_CHECK_ARRAY, this.lastTokenType) >= 0) {
        return false;
    }

    return true;
}

/**
 * just a hook, which will be overridden by GroovyLangLexer
 */
protected void rollbackOneChar() {}

private static class Paren {
    private String text;
    private int lastTokenType;
    private int line;
    private int column;

    public Paren(String text, int lastTokenType, int line, int column) {
        this.text = text;
        this.lastTokenType = lastTokenType;
        this.line = line;
        this.column = column;
    }

    public String getText() {
        return this.text;
    }

    public int getLastTokenType() {
public int getLine() {
    return line;
}

public int getColumn() {
    return column;
}

@Override
public int hashCode() {
    return (int) (text.hashCode() * line + column);
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof Paren)) {
        return false;
    }
    Paren other = (Paren) obj;
    return this.text.equals(other.text) && (this.line == other.line && this.column == other.column);
}
}

protected void enterParenCallback(String text) {}  

protected void exitParenCallback(String text) {}  

private final Deque<Paren> parenStack = new ArrayDeque<>(32);

private void enterParen() {
    String text = getText();  
    enterParenCallback(text);  
    parenStack.push(new Paren(text, this.lastTokenType, getLine(), getCharPositionInLine()));
}

private void exitParen() {
    String text = getText();  
    exitParenCallback(text);  
    Paren paren = parenStack.peek();  
    if (null == paren) return;
    parenStack.pop();
private boolean isInsideParens() {
    Paren paren = parenStack.peek();

    // We just care about "(" and "[", inside which the new lines will be ignored.
    // Notice: the new lines between "{" and "}") can not be ignored.
    if (null == paren) {
        return false;
    }

    return ("(".equals(paren.getText()) && TRY != paren.getLastTokenType()) // we don't treat try-paren(i.e. try
    (....)) as parenthesis
        || "]".equals(paren.getText());
}

private void ignoreTokenInsideParens() {
    if (!this.isInsideParens()) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}

private void ignoreMultiLineCommentConditionally() {
    if (!this.isInsideParens() && isFollowedByWhiteSpaces(_input)) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.LEXER;
}

@Override
public int getErrorLine() {
    return getLine();
}

@Override
public int getErrorColumn() {
    return getCharPositionInLine() + 1;
}

@Override
public int popMode() { try {
    return super.popMode();
}}
private static boolean isJavaIdentifierStartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierStart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

private static boolean isJavaIdentifierPartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierPart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

// 3.10.5 String Literals
StringLiteral
    : GStringQuotationMark DqStringCharacter* GStringQuotationMark
    | SqStringQuotationMark SqStringCharacter* SqStringQuotationMark
    | Slash { this.isRegexAllowed() && _input.LA(1) != '*' }? SlashyStringCharacter+ Slash
    | TdqStringQuotationMark TdqStringCharacter* TdqStringQuotationMark
    | TsqStringQuotationMark TsqStringCharacter* TsqStringQuotationMark
    | DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter+ DollarSlashyGStringQuotationMarkEnd
    ;

// Groovy gstring
GStringBegin
    : GStringQuotationMark DqStringCharacter* Dollar -> pushMode(DQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;
TdqGStringBegin
    : TdqStringQuotationMark TdqStringCharacter* Dollar -> type(GStringBegin), pushMode(TDQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;
SlashyGStringBegin
    : Slash { this.isRegexAllowed() && _input.LA(1) != '*' }? SlashyStringCharacter* Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), pushMode(SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;
DollarSlashyGStringBegin
: DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), pushMode(DOLLAR_SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)

mode DQ_GSTRING_MODE;
GStringEnd
: GStringQuotationMark -> popMode
;
GStringPart
: Dollar -> pushMode(GSTRING_TYPE_SELECTOR_MODE)
;
GStringCharacter
: DqStringCharacter -> more
;

mode TDQ_GSTRING_MODE;
TdqGStringEnd
: TdqStringQuotationMark -> type(GStringEnd), popMode
;
TdqGStringPart
: Dollar -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
;
TdqGStringCharacter
: TdqStringCharacter -> more
;

mode SLASHY_GSTRING_MODE;
SlashyGStringEnd
: Dollar? Slash -> type(GStringEnd), popMode
;
SlashyGStringPart
: Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
;
SlashyGStringCharacter
: SlashyStringCharacter -> more
;

mode DOLLAR_SLASHY_GSTRING_MODE;
DollarSlashyGStringEnd
: DollarSlashyGStringQuotationMarkEnd -> type(GStringEnd), popMode
;
DollarSlashyGStringPart
: Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
;
DollarSlashyGStringCharacter

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: DollarSlashyStringCharacter -> more
;
mode GSTRING_TYPE_SELECTOR_MODE;
GStringLBrace
: '{' { this.enterParen(); } -> type(LBRACE), popMode, pushMode(DEFAULT_MODE)
;
GStringIdentifier
: IdentifierInGString -> type(Identifier), popMode, pushMode(GSTRING_PATH_MODE)
;

mode GSTRING_PATH_MODE;
GStringPathPart
: Dot IdentifierInGString
;
RollBackOne
: .{
// a trick to handle GStrings followed by EOF properly
int readChar = _input.LA(-1);
if (EOF == _input.LA(1) && ('"' == readChar || '/' == readChar)) {
setType(GStringEnd);
} else {
setChannel(HIDDEN);
}
} -> popMode
;

mode DEFAULT_MODE;
// character in the double quotation string. e.g. "a"
fragment
DqStringCharacter
: ~["\r\n\\$]
| EscapeSequence
;
// character in the single quotation string. e.g. 'a'
fragment
SqStringCharacter
: ~['\r\n\\]
| EscapeSequence
;
// character in the triple double quotation string. e.g. """a"""
fragment TdqStringCharacter
: ~["\\$]
| GStringQuotationMark { _input.LA(1) != '"' || _input.LA(2) != '"' || _input.LA(3) == '"' && (_input.LA(4) != '"'

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// character in the triple single quotation string. e.g. "a"
fragment TsqStringCharacter
  : ~[\n]
  | SqStringQuotationMark { _input.LA(1) != '\' || _input.LA(2) != '\' || _input.LA(3) == '\' && (_input.LA(4) != '\"' || _input.LA(5) != '\"' ) }?
  | EscapeSequence
  ;

// character in the slashy string. e.g. /a/
fragment SlashyStringCharacter
  : SlashEscape
  | Dollar { !isFollowedByJavaLetterInGString(_input) }?
  | ~[/SUu0000]
  ;

// character in the dollar slashy string. e.g. $/a/$
fragment DollarSlashyStringCharacter
  : DollarSlashEscape | DollarDollarEscape
  | Slash { _input.LA(1) != '$' }?
  | Dollar { !isFollowedByJavaLetterInGString(_input) }?
  | ~[/SUu0000]
  ;

// Groovy keywords
AS      : 'as';
DEF     : 'def';
IN      : 'in';
TRAIT   : 'trait';
THREADSAFE   : 'threadsafe'; // reserved keyword

// the reserved type name of Java10
VAR     : 'var';

// 3.9 Keywords
BuiltInPrimitiveType
  : BOOLEAN
  | CHAR
  | BYTE
  | SHORT
  | INT
  | LONG
  | FLOAT
  | DOUBLE
  ;
ABSTRACT : 'abstract';
ASSERT : 'assert';

fragment
BOOLEAN : 'boolean';

BREAK : 'break';

fragment
BYTE : 'byte';

CASE : 'case';
CATCH : 'catch';

fragment
CHAR : 'char';

CLASS : 'class';
CONST : 'const';
CONTINUE : 'continue';
DEFAULT : 'default';
DO : 'do';

fragment
DOUBLE : 'double';

ELSE : 'else';
ENUM : 'enum';
EXTENDS : 'extends';
FINAL : 'final';
FINALLY : 'finally';

fragment
FLOAT : 'float';

FOR : 'for';
IF : 'if';
GOTO : 'goto';
IMPLEMENTS : 'implements';
IMPORT : 'import';
INSTANCEOF : 'instanceof';

fragment
INT : 'int';

INTERFACE : 'interface';
fragment
LONG : 'long';

NATIVE : 'native';
NEW : 'new';
PACKAGE : 'package';
PRIVATE : 'private';
PROTECTED : 'protected';
PUBLIC : 'public';
RETURN : 'return';

fragment
SHORT : 'short';

STATIC : 'static';
STRICTFP : 'strictfp';
SUPER : 'super';
SWITCH : 'switch';
SYNCHRONIZED : 'synchronized';
THIS : 'this';
THROW : 'throw';
THROWS : 'throws';
TRANSIENT : 'transient';
TRY : 'try';
VOID : 'void';
VOLATILE : 'volatile';
WHILE : 'while';

// 3.10.1 Integer Literals

IntegerLiteral :
  ( DecimalIntegerLiteral
  | HexIntegerLiteral
  | OctalIntegerLiteral
  | BinaryIntegerLiteral
  ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?

  // !!! Error Alternative !!!
  | Zero ([0-9] { invalidDigitCount++; })+ { require(false, "Invalid octal number", -(invalidDigitCount + 1), true); }
} IntegerTypeSuffix?

  ;

fragment
Zero :
  '0'
fragment
DigitOrUnderscore
  : Digit
  | Underscore
  ;

fragment
Underscores
  : Underscore+
  ;

fragment
Underscore
  : '_'
  ;

fragment
HexNumeral
  : Zero [xX] HexDigits
  ;

fragment
HexDigits
  : HexDigit (HexDigitOrUnderscore* HexDigit)?
  ;

fragment
HexDigit
  : [0-9a-fA-F]
  ;

fragment
HexDigitOrUnderscore
  : HexDigit
  | Underscore
  ;

fragment
OctalNumeral
  : Zero Underscores? OctalDigits
  ;

fragment
OctalDigits
  : OctalDigit (OctalDigitOrUnderscore* OctalDigit)?
  ;
// 3.10.2 Floating-Point Literals

FloatingPointLiteral
    : ( DecimalFloatingPointLiteral
      | HexadecimalFloatingPointLiteral
        ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?
    ;

fragment
DecimalFloatingPointLiteral
    : Digits Dot Digits ExponentPart? FloatTypeSuffix?
    | Digits ExponentPart FloatTypeSuffix?
    | Digits FloatTypeSuffix
    ;

fragment
ExponentPart
  :  ExponentIndicator SignedInteger
  ;

fragment
ExponentIndicator
  :  [eE]
  ;

fragment
SignedInteger
  :  Sign? Digits
  ;

fragment
Sign
  :  [+\-]
  ;

fragment
FloatTypeSuffix
  :  [fFdDgG]
  ;

fragment
HexadecimalFloatingPointLiteral
  :  HexSignificand BinaryExponent FloatTypeSuffix?
  ;

fragment
HexSignificand
  :  HexNumeral Dot?
  |  Zero [xX] HexDigits? Dot HexDigits
  ;

fragment
BinaryExponent
  :  BinaryExponentIndicator SignedInteger
  ;

fragment
BinaryExponentIndicator
  :  [pP]
  ;

fragment
Dot
  :  '.'
  ;
// 3.10.3 Boolean Literals

BooleanLiteral
  : 'true'
  | 'false'
  ;

// 3.10.6 Escape Sequences for Character and String Literals

fragment EscapeSequence
  : Backslash [btnfrs"\\]
  | OctalEscape
  | UnicodeEscape
  | DollarEscape
  | LineEscape
  ;

fragment OctalEscape
  : Backslash OctalDigit
  | Backslash OctalDigit OctalDigit
  | Backslash ZeroToThree OctalDigit OctalDigit
  ;

// Groovy allows 1 or more u's after the backslash
fragment UnicodeEscape
  : Backslash 'u' HexDigit HexDigit HexDigit HexDigit
  ;

fragment ZeroToThree
  : [0-3]
  ;

// Groovy Escape Sequences

fragment DollarEscape
  : Backslash Dollar
  ;

fragment LineEscape
fragment Backslash LineTerminator
  : \n
fragment SlashEscape
  : Backslash Slash

fragment Backslash
  : \n
fragment Slash
  : \n
fragment Dollar
  : $n

fragment GStringQuotationMark
  : ""

fragment SqStringQuotationMark
  : \\

fragment TdqStringQuotationMark
  : """"

fragment TsqStringQuotationMark
  : """"
// 3.10.7 The Null Literal

NullLiteral
   : 'null'

// Groovy Operators

RANGE_INCLUSIVE    : '..';
RANGE_EXCLUSIVE    : '..<';
SPREAD_DOT         : '*.';
SAFE_DOT           : '?';
SAFE_CHAIN_DOT     : '??';
ELVIS              : '?:';
METHOD_POINTER     : '.&';
METHOD_REFERENCE   : '::';
REGEX_FIND         : '=~';
REGEX_MATCH        : '==~';
POWER              : '**';
POWER_ASSIGN       : '**=';
SPACESHIP          : '<=>';
IDENTICAL          : '===';
NOT_IDENTICAL      : '!==';
ARROW              : '->';

// !internalPromise will be parsed as ! internalPromise, so semantic predicates are necessary
NOT_INSTANCEOF     : '!instanceof' { isFollowedBy(_input, ' ', '\t', '\r', '\n') }?
NOT_IN             : '!in'   { isFollowedBy(_input, ' ', '\t', '\r', '\n', '\[', '\(', '\{') }?
// 3.11 Separators

LPAREN    : '('  { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RPAREN    : ')'  { this.exitParen(); } -> popMode;
LBRACE    : '{'  { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACE    : '}'  { this.exitParen(); } -> popMode;
LBRACK    : ']'  { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACK    : ']'  { this.exitParen(); } -> popMode;
SEMI      : ';';
COMMA     : ',';
DOT       : Dot;

// 3.12 Operators

ASSIGN    : '=';
GT        : '>';  
LT        : '<';
NOT       : '!';
BITNOT    : '~';
QUESTION  : '?';
COLON     : '':
EQUAL     : '==';
LE        : '<=';
GE        : '>=';
NOTEQUAL  : '!=';
AND       : '&&';
OR        : '||';
INC       : '++';
DEC       : '--';
ADD       : '+';
SUB       : '-';
MUL       : '*';
DIV       : Slash;
BITAND    : '&';
BITOR     : '|';
XOR       : '^';
MOD       : '%';

ADD_ASSIGN     : '+=';
SUB_ASSIGN     : '-=';
MUL_ASSIGN     : '*=';
DIV_ASSIGN     : '/=';
AND_ASSIGN     : '&=';
OR_ASSIGN     ::= '|=';
XOR_ASSIGN    ::= '^=';
MOD_ASSIGN    ::= '%=';
LSHIFT_ASSIGN ::= '<<<';
RSHIFT_ASSIGN ::= '>>=';
URSHIFT_ASSIGN ::= '>>>>=';
ELVIS_ASSIGN  ::= '?=';

// 3.8 Identifiers (must appear after all keywords in the grammar)
CapitalizedIdentifier
   ::= JavaLetter {Character.isUpperCase(_input.LA(-1))}? JavaLetterOrDigit*

Identifier
   ::= JavaLetter JavaLetterOrDigit*

fragment
IdentifierInGString
   ::= JavaLetterInGString JavaLetterOrDigitInGString*

fragment
JavaLetter
   ::= [a-zA-Z$\_] // these are the "java letters" below 0x7F
   | // covers all characters above 0x7F which are not a surrogate
      ~[u0000-u007Fu0D800-uDBFF]
      { isJavaIdentifierStartAndNotIdentifierIgnorable(_input.LA(-1)) }?
   | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
      [uD800-uDBFF] [uDCC00-uDFFF]
      { Character.isJavaIdentifierStart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?

fragment
JavaLetterInGString
   ::= JavaLetter { _input.LA(-1) != '$' }?

fragment
JavaLetterOrDigit
   ::= [a-zA-Z0-9$\_\.] // these are the "java letters or digits" below 0x7F
   | // covers all characters above 0x7F which are not a surrogate
      ~[u0000-u007Fu0D800-uDBFF]
      { isJavaIdentifierPartAndNotIdentifierIgnorable(_input.LA(-1)) }?
   | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
      [uD800-uDBFF] [uDCC00-uDFFF]
      { Character.isJavaIdentifierPart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
fragment
JavaLetterOrDigitInGString
  : JavaLetterOrDigit { _input.LA(-1) != '$' }?
  :

fragment
ShCommand
  : ~[^\n\uFFFF]*
  :

// Additional symbols not defined in the lexical specification

//

AT : '@';
ELLIPSIS : '...';

//
// Whitespace, line escape and comments
//
WS  : ([\s]+ | LineEscape+) -> skip
  :

// Inside (...) and [...] but not {...}, ignore newlines.
NL : LineTerminator { this.ignoreTokenInsideParens(); } -> type(NL)

// Multiple-line comments (including groovydoc comments)
ML_COMMENT
  : '/\*'.*?'.*/ { this.ignoreMultiLineCommentConditionally(); } -> type(NL)

// Single-line comments
SL_COMMENT
  : '/\-[^\n\uFFFF]* { this.ignoreTokenInsideParens(); } -> type(NL)

// Script-header comments.
// The very first characters of the file may be "#!". If so, ignore the first line.
SH_COMMENT
  : '#!' { require(0 == this.tokenIndex, "Shebang comment should appear at the first line", -2, true); } ShCommand
   (LineTerminator '#!' ShCommand)* -> skip
  :

// Unexpected characters will be handled by groovy parser later.
UNEXPECTED_CHAR
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 */
Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/Reflector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/ParameterTypes.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/IntegerArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/MetaClassConstructorSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/DgmConverter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/AbstractLexer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/NodePrinter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/lang/ClosureException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/InnerClassVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/v8/IndyMath.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/lang/GroovyClassLoader.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/StaticCompilationTransformer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/Immutable.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ExternalizeVerifierASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ThreadInterrupt.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/indy/sc/IndyStaticTypesMultiTypeDispatcher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/powerassert/Value.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/MethodCaller.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/Synchronized.java

jar/org/codehaus/groovy/transform/stc/SignatureCodecVersion1.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/LegacyHashMapPropertyHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/TypeCheckingMode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/GroovySourceAST.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/LazyConstructorNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/metalclass/ThreadManagedMetaBeanProperty.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/ClosureExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/SpreadExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/internal/atnmanager/LexerAtnManager.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/PropertyHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/cli/Unparsed.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/GrapeUtil.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/CallSiteClassLoader.java

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/javac/JavaStubCompilationUnit.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/internal/util/Supplier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/time/DatumDependentDuration.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/tools/javac/RawJavaFileObject.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/util/ArrayIterable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/ComposedClosure.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MapWithDefault.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/ClassCompletionVerifier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/InvokerInvocationException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Grab.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/apache/groovy/internal/util/Function.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/ast/expr/ClassExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/IntRange.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NamedDelegate.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/PackageScopeASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/SingletonASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/ScriptReference.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/SourceURIASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/callsite/CallSiteArray.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/sc/StaticTypesMethodReferenceExpressionWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/ResourceException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/OptimizingStatementWriter.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NamedParam.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/NamedVariant.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/syntax/SyntaxException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/dgmimpl/arrays/BooleanArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/syntax/SyntaxException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/typehandling/NumberMathModificationInfo.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/runtime/callsite/PojoMetaClassGetPropertySite.java
jar/org/codehaus/groovy/classgen/asm/sc/AbstractFunctionalInterfaceWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MetaClassRegistryChangeEventLister.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/options/ImmutablePropertyHandler.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ByteAndPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/NumberNumberDiv.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/BinaryExpressionTransformer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/HasRecursiveCalls.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/TypeChooser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/MapEntryExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/MapEntryExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/MethodNodeUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/MapEntryExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/v8/IndyGuardsFiltersAndSignatures.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/curators/ImportCurator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/memoize/ProtectionStorage.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilePhase.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilePhase.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/CompareToNullExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/CompareToNullExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/CompareToNullExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/CompareToNullExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/CompareToNullExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/HasRecursiveCalls.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/VMPlugin.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/TypeChooser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/MapEntryExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/vmplugin/v8/IndyGuardsFiltersAndSignatures.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilePhase.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilePhase.java

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jar/org/codehaus/groovy/tools/javac/JavaCompilerFactory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/util/LoggableTextifier.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/customizers/CompilationCustomizer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/GroovyException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/CallSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/memoize/Memoize.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/LogASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/EncodingGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/wrappers/LongWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/NodeList.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/Node.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/customizers/builder/CompilerCustomizationBuilder.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AutoImplementASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/javac/JavaStubGenerator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/NodeList.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/javac/JavaStubGenerator.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/OrderBy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/Indy/IndyCallSiteWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/reflection/ClassLoaderForClassArtifacts.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/util/ComplexKeyHashMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/ResourceGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/FinalVariableAnalyzer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/reflection/stdclasses/BigDecimalCachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/reflection/stdioClasses/IOGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/BytecodeVariable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/StringBufferWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/memoize/DefaultMemoizeCache.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/IOGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/MopWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/AsmClassGenerator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/VariableScopeVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runnetime/EncodingGroovyMethodsSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/antlr/PrimitiveHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/tools/GrapeMain.groovy
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* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/NonEmptySequence.java`
* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/VisitorAdapter.java`
* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/GroovydocManager.java`

* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/StaticTypesMarker.java`
* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/WriterControllerFactory.java`
* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/EqualsAndHashCodeASTTransformation.java`

* `/opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AutoFinalASTTransformation.java`

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jar/org/codehaus/groovy/classgen/asm/sc/StaticTypesBinaryExpressionMultiTypeDispatcher.java

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# limitations under the License.
#
# Format: one extension on each line without the leading "."
# Listed below are default groovy source file extensions.
#
# NOTE: This implementation of supporting multiple file extensions is experimental and
# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.

groovy

Found in path(s):
  */opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/groovy/org.codehaus.groovy.source.Extensions

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 */

Found in path(s):
** JSR-241 Groovy Recognizer.

* Run `java Main [-showtree] directory-full-of-groovy-files`

* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]

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* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
  * fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
  * added tree construction
  * fixed definition of WS,comments for mac,pc,unix newlines
  * added unary plus
* Version 1.11 (Nov 20, 1998)
  * Added "shutup" option to turn off last ambig warning.
  * Fixed inner class def to allow named class defs as statements
  * synchronized requires compound not simple statement
  * add [] after builtInType DOT class in primaryExpression
  * "const" is reserved but not valid..removed from modifiers
* Version 1.12 (Feb 2, 1999)
  * Changed LITERAL_xxx to xxx in tree grammar.
  * Updated java.g to use tokens [...] now for 2.6.0 (new feature).

* Version 1.13 (Apr 23, 1999)
* Didn't have (stat)? for else clause in tree parser.
* Didn't gen ASTs for interface extends. Updated tree parser too.
* Updated to 2.6.0.

* Version 1.14 (Jun 20, 1999)
  * Allowed final/abstract on local classes.
  * Removed local interfaces from methods
  * Put instanceof precedence where it belongs...in relationalExpr
  * It also had expr not type as arg; fixed it.
  * Missing ! on SEMI in classBlock
  * fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
  * fixed: didn't like Object[].class in parser or tree parser

* Version 1.15 (Jun 26, 1999)
  * Screwed up rule with instanceof in it. :( Fixed.
  * Tree parser didn't like (expr).something; fixed.
  * Allowed multiple inheritance in tree grammar. oops.

* Version 1.16 (August 22, 1999)
  * Extending an interface built a wacky tree: had extra EXTENDS.
  * Tree grammar didn't allow multiple superinterfaces.
  * Tree grammar didn't allow empty var initializer: {}

* Version 1.17 (October 12, 1999)
  * ESC lexer rule allowed 399 max not 377 max.
  * java.tree.g didn't handle the expression of synchronized statements.

* Version 1.18 (August 12, 2001)
  * Terence updated to Java 2 Version 1.3 by observing/combining work of Allan Jacobs and Steve Messick. Handles 1.3 src. Summary:
    * o primary didn't include boolean.class kind of thing
    * o constructor calls parsed explicitly now:
      * see explicitConstructorInvocation
    * o add strictfp modifier
    * o missing objBlock after new expression in tree grammar
    * o merged local class definition alternatives, moved after declaration
    * o fixed problem with ClassName.super.field
    * o reordered some alternatives to make things more efficient
    * o long and double constants were not differentiated from int/float
    * o whitespace rule was inefficient: matched only one char
    * o add an examples directory with some nasty 1.3 cases
    * o made Main.java use buffered IO and a Reader for Unicode support
    * o supports UNICODE?
    * Using Unicode charVocabulary makes code file big, but only in the bitsets at the end. I need to make ANTLR generate unicode bitsets more efficiently.

* Version 1.19 (April 25, 2002)
  * Terence added in nice fixes by John Pybus concerning floating constants and problems with super() calls. John did a nice reorg of the primary/postfix expression stuff to read better
  * and makes f.g.super() parse properly (it was METHOD_CALL not
a SUPERCTOR_CALL). Also:

- "finally" clause was a root...made it a child of "try"
- Added stuff for asserts too for Java 1.4, but *commented out*
  as it is not backward compatible.

* Version 1.20 (October 27, 2002)

- Terence ended up reorging John Pybus' stuff to
- remove some nondeterminisms and some syntactic predicates.
- Note that the grammar is stricter now; e.g., this(...) must
  be the first statement.

- Trinary ?: operator wasn't working as array name:
  
  (isBig ? bigDigits : digits)[i];

- Checked parser/tree parser on source for
  
  Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
  
  and the 110k-line jGuru server source.

* Version 1.21 (October 17, 2003)

- Fixed lots of problems including:
  
  Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
  
  He found a problem/fix with floating point that start with 0
  
  Ray also fixed problem that (int.class) was not recognized.
  
  Thorsten van Ellen noticed that 
  are allowed incorrectly in strings.
  
  TJP fixed CHAR_LITERAL analogously.


- Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
  
  Notes:
  
  - We only allow the "extends" keyword and not the "implements"
    
    keyword, since that's what JSR14 seems to imply.
  
  - Thanks to Monty Zukowski for his help on the antlr-interest
    
    mail list.
  
  - Thanks to Alan Eliasen for testing the grammar over his
    
    Fink source base

* Version 1.22 (July, 2004)

- Changes by Michael Studman to support Java 1.5 language extensions
  
  Notes:
  
  - Added support for annotations types
  
  - Finished off Matt Quail's generics enhancements to support bound type arguments
  
  - Added support for new for statement syntax
  
  - Added support for static import syntax
  
  - Added support for enum types
  
  - Tested against JDK 1.5 source base and source base of jdigraph project
  
  - Thanks to Matt Quail for doing the hard part by doing most of the generics work
* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants and package definitions
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces and other refactorings
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
  * Small bug fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.g.1
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * and have applied the groovy.diff from java.g (1.22) by John Rose back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)

* Version 1.22.4.g.2
  * o mkempf, rkleeb, Dec 2007
  * o fixed various rules so that they call the correct Create Method to make sure that the line information are correct

* Based on an original grammar released in the PUBLIC DOMAIN
*/

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources.jar/org/codehaus/groovy/antlr/parser/GroovyRecognizer.java
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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/services/org.codehaus.groovy.transform.ASTTransformation

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 * This file is adapted from the Antlr4 Java grammar which has the following license
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*/

/**
* The Groovy grammar is based on the official grammar for Java:
* https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
*/

parser grammar GroovyParser;

options {
    tokenVocab = GroovyLexer;
    contextSuperClass = GroovyParserRuleContext;
    superClass = AbstractParser;
}

@header {
    import java.util.Map;
    import org.codehaus.groovy.ast.NodeMetaDataHandler;
}

@members {

    public static class GroovyParserRuleContext extends ParserRuleContext implements NodeMetaDataHandler {
        private Map metaDataMap = null;

        public GroovyParserRuleContext() {}

        public GroovyParserRuleContext(ParserRuleContext parent, int invokingStateNumber) {
            super(parent, invokingStateNumber);
        }

        @Override
        public Map<?, ?> getMetaDataMap() {
            return this.metaDataMap;
        }

        @Override
        public void setMetaDataMap(Map<?, ?> metaDataMap) {
            this.metaDataMap = metaDataMap;
        }

        @Override
        public int getSyntaxErrorSource() {
            return GroovySyntaxError.PARSER;
        }
    }
}
```java
@Override
public int getErrorLine() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getLine();
}

@Override
public int getErrorColumn() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getCharPositionInLine() + 1 + token.getText().length();
}

// starting point for parsing a groovy file
compilationUnit
    : nls (packageDeclaration sep?)? scriptStatements? EOF
    ;

scriptStatements
    : scriptStatement (sep scriptStatement)* sep?
    ;

scriptStatement
    : importDeclaration // Import statement. Can be used in any scope. Has "import x as y" also.
        | typeDeclaration
        // validate the method in the AstBuilder#visitMethodDeclaration, e.g. method without method body is not allowed
        | { !SemanticPredicates.isInvalidMethodDeclaration(_input) }?
        methodDeclaration[3, 9]
        | statement
        ;

packageDeclaration
    : annotationsOpt PACKAGE qualifiedName
    ;

importDeclaration
```

typeDeclaration
  : classOrInterfaceModifiersOpt classDeclaration
  :

modifier
  : classOrInterfaceModifier
    | m=( NATIVE
    |   SYNCHRONIZED
    |   TRANSIENT
    |   VOLATILE
    |   DEF
    |   VAR
    )
  :

modifiersOpt
  : (modifiers nls)?
  :

modifiers
  : modifier (nls modifier)*
  :

classOrInterfaceModifiersOpt
  : (classOrInterfaceModifiers
    NL* /* Use `NL*` here for better performance, so DON'T replace it with `nls` */
  )?
  :

classOrInterfaceModifiers
  : classOrInterfaceModifier (nls classOrInterfaceModifier)*
  :

classOrInterfaceModifier
  : annotation // class or interface
    | m=( PUBLIC // class or interface
    |   PROTECTED // class or interface
    |   PRIVATE // class or interface
    |   STATIC // class or interface
    |   ABSTRACT // class or interface
    |   FINAL // class only -- does not apply to interfaces
    |   STRICTFP // class or interface
    |   DEFAULT // interface only -- does not apply to classes
    )
// Groovy supports declaring local variables as instance/class fields,
// e.g. import groovy.transform.*; @Field static List awe = [1, 2, 3]
// e.g. import groovy.transform.*; def a = { @Field public List awe = [1, 2, 3] }
// Notice: Groovy 2.4.7 just allows to declare local variables with the following modifiers when using
// annotations(e.g. @Field)
// TODO check whether the following modifiers accompany annotations or not. Because the legacy codes(e.g.
benchmark/bench/heapsort.groovy) allow to declare the special instance/class fields without annotations, we leave it
as it is for the time being
| PUBLIC
| PROTECTED
| PRIVATE
| STATIC
| ABSTRACT
| STRICTFP
|
|
/**
 * t  0: class; 1: interface; 2: enum; 3: annotation; 4: trait
 */

classDeclaration
locals[ int t ]
  : (  CLASS { $t = 0; }  
       | INTERFACE { $t = 1; }  
       | ENUM { $t = 2; }  
       | AT INTERFACE { $t = 3; }  
       | TRAIT { $t = 4; }  
     )
  identifier
  (nls typeParameters)?
  (nls EXTENDS nls scs=typeList)?
  (nls IMPLEMENTS nls is=typeList)?
  nls classBody[$t]
  :

// t  see the comment of classDeclaration

classBody[int t]
  :  LBRACE nls
      ( /* Only enum can have enum constants */
         { 2 == $t }?
         enumConstants (nls COMMA)? sep?
         |
         )
      (classBodyDeclaration[$t] (sep classBodyDeclaration[$t])*)? sep? RBRACE
      :

enumConstants
  :  enumConstant (nls COMMA nls enumConstant)*
  ;

enumConstant
  :  annotationsOpt identifier arguments? anonymousInnerClassDeclaration[1]?
  ;

classBodyDeclaration[int t]
  :  (STATIC nls)? block
      | memberDeclaration[$t]
  :

memberDeclaration[int t]
  :  methodDeclaration[0, $t]
      | fieldDeclaration
      | modifiersOpt classDeclaration
/**
 * 0: *class member* all kinds of method declaration AND constructor declaration,
 * 1: normal method declaration, 2: abstract method declaration
 * 3: normal method declaration OR abstract method declaration
 * ct 9: script, other see the comment of classDeclaration
 */

methodDeclaration[int t, int ct]
  : modifiersOpt typeParameters? (returnType[$ct] nls)?
    methodName formalParameters
      (DEFAULT nls elementValue
       | (nls THROWS nls qualifiedClassNameList)?
         (nls methodBody)?
       )?
  :

methodName
  : identifier
   | stringLiteral
  :

returnType[int ct]
  :
    standardType
   | VOID
  :

fieldDeclaration
  : variableDeclaration[1]
  :

variableDeclarators
  : variableDeclarator (COMMA nls variableDeclarator)*
  :

variableDeclarator
  : variableDeclaratorId (nls ASSIGN nls variableInitializer)?
  :

variableDeclaratorId
  : identifier
  :

variableInitializer
  : enhancedStatementExpression
variableInitializers
: variableInitializer (nls COMMA nls variableInitializer)* nls COMMA?
;

emptyDims
: (annotationsOpt LBRACK RBRACK)+
;

emptyDimsOpt
: emptyDims?
;

standardType
options { baseContext = type; }
: annotationsOpt
 ( primitiveType
 | standardClassOrInterfaceType
 )
emptyDimsOpt
;

type
: annotationsOpt
 ( ( primitiveType
 | // !!! Error Alternative !!!
VOID
 |
 | generalClassOrInterfaceType
 )
emptyDimsOpt
;

classOrInterfaceType
: ( qualifiedClassName
 | qualifiedStandardClassName
 ) typeArguments?
;

generalClassOrInterfaceType
options { baseContext = classOrInterfaceType; }
qualifiedClassName typeArguments?
;

standardClassOrInterfaceType
options { baseContext = classOrInterfaceType; }
: qualifiedStandardClassName typeArguments?
;

primitiveType
: BuiltInPrimitiveType
;

typeArguments
: LT nls typeArgument (COMMA nls typeArgument)* nls GT
;

typeArgument
: type
| annotationsOpt QUESTION ((EXTENDS | SUPER) nls type)?
;

annotatedQualifiedClassName
: annotationsOpt qualifiedClassName
;

qualifiedClassNameList
: annotatedQualifiedClassName (COMMA nls annotatedQualifiedClassName)*
;

formalParameters
: LPAREN formalParameterList? rparen
;

formalParameterList
: (formalParameter | thisFormalParameter) (COMMA nls formalParameter)*
;

thisFormalParameter
: type THIS
;

formalParameter
: variableModifiersOpt type? ELLIPSIS? variableDeclaratorId (nls ASSIGN nls expression)?
;

methodBody
: block
;

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qualifiedName
  :  qualifiedNameElement (DOT qualifiedNameElement)*
  ;

/**
 * Java doesn't have the keywords 'as', 'in', 'def', 'trait' so we make some allowances
 * for them in package names for better integration with existing Java packages
 */
qualifiedNameElement
  :  identifier
     |  DEF
     |  IN
     |  AS
     |  TRAIT
  ;

qualifiedNameElements
  :  (qualifiedNameElement DOT)*
  ;

qualifiedClassName
  :  qualifiedNameElements identifier
  ;

qualifiedStandardClassName
  :  qualifiedNameElements className (DOT className)*
  ;
literal
  :  IntegerLiteral #integerLiteralAlt
     |  FloatingPointLiteral #floatingPointLiteralAlt
     |  stringLiteral #stringLiteralAlt
     |  BooleanLiteral #booleanLiteralAlt
     |  NullLiteral #nullLiteralAlt
  ;

// GSTRING

gstring
  :  GStringBegin gstringValue (GStringPart gstringValue)* GStringEnd
  ;
gstringValue
  :  gstringPath
     |  closure
  ;
gstringPath
   : identifier GStringPathPart*
   ;

// LAMBDA EXPRESSION
lambdaExpression
options { baseContext = standardLambdaExpression; }
   : lambdaParameters nls ARROW nls lambdaBody
   ;

// JAVA STANDARD LAMBDA EXPRESSION
standardLambdaExpression
   : standardLambdaParameters nls ARROW nls lambdaBody
   ;

lambdaParameters
options { baseContext = standardLambdaParameters; }
   : formalParameters

   // { a -> a * 2 } can be parsed as a lambda expression in a block, but we expect a closure.
   // So it is better to put parameters in the parentheses and the following single parameter without parentheses is limited
   //     | variableDeclaratorId
   ;

standardLambdaParameters
   : formalParameters
   | variableDeclaratorId
   ;

lambdaBody
   : block
   | statementExpression
   ;

// CLOSURE
closure
   : LBRACE (nls (formalParameterList nls)? ARROW)? sep? blockStatementsOpt RBRACE
   ;

// GROOVY-8991: Difference in behaviour with closure and lambda
closureOrLambdaExpression
   : closure
   | lambdaExpression
   ;

blockStatementsOpt
blockStatements:
  blockStatement (sep blockStatement)* sep?

// ANNOTATIONS

annotationsOpt:
  (annotation (nls annotation)* nls)?

annotation:
  AT annotationName (nls LPAREN elementValues? rparen)?

elementValues:
  elementValuePairs
  | elementValue

annotationName: qualifiedClassName

elementValuePairs:
  elementValuePair (COMMA elementValuePair)*

elementValuePair:
  elementValuePairName nls ASSIGN nls elementValue

elementValuePairName:
  identifier
  | keywords

// TODO verify the potential performance issue because rule expression contains sub-rule

elementValue:
  elementValueArrayInitializer
  | annotation
  | expression

elementValueArrayInitializer:
  LBRACK (elementValue (COMMA elementValue)* COMMA?)? RBRACK

// STATEMENTS / BLOCKS

block
  :  LBRACE sep? blockStatementsOpt RBRACE
  ;

blockStatement
  :  localVariableDeclaration
  |  statement
  ;

localVariableDeclaration
  :  { !SemanticPredicates.isInvalidLocalVariableDeclaration(_input) }?
      variableDeclaration[t]
  ;

/**
 * t 0: local variable declaration; 1: field declaration
 */
variableDeclaration[t]
  :  modifiers nls
      ( type? variableDeclarators
          |  typeNamePairs nls ASSIGN nls variableInitializer )
      | type variableDeclarators
  ;

typeNamePairs
  :  LPAREN typeNamePair (COMMA typeNamePair)* rparen
  ;

typeNamePair
  :  type? variableDeclaratorId
  ;

variableNames
  :  LPAREN variableDeclaratorId (COMMA variableDeclaratorId)* rparen
  ;

conditionalStatement
  :  ifElseStatement
  |  switchStatement
  ;

ifElseStatement
  :  IF expressionInPar nls tb=statement ((nls | sep) ELSE nls fb=statement)?
switchStatement
  : SWITCH expressionInPar nls LBRACE nls (switchBlockStatementGroup+ nls)? RBRACE
  :

loopStatement
  : FOR LPAREN forControl rparen nls statement #forStmtAlt
  | WHILE expressionInPar nls statement #whileStmtAlt
  | DO nls statement nls WHILE expressionInPar #doWhileStmtAlt
  :

continueStatement
  : CONTINUE
    identifier?
  :

breakStatement
  : BREAK
    identifier?
  :

tryCatchStatement
  : TRY resources? nls block (nls catchClause)* (nls finallyBlock)?
  :

assertStatement
  : ASSERT ce=expression (nls (COLON | COMMA) nls me=expression)?
  :

statement
  : block #blockStmtAlt
  | conditionalStatement #conditionalStmtAlt
  | loopStatement #loopStmtAlt
  | tryCatchStatement #tryCatchStmtAlt
  | SYNCHRONIZED expressionInPar nls block #synchronizedStmtAlt
  | RETURN expression? #returnStmtAlt
  | THROW expression #throwStmtAlt
  | breakStatement #breakStmtAlt
  | continueStatement #continueStmtAlt
  | identifier COLON nls statement #labeledStmtAlt
  | assertStatement #assertStmtAlt
  | localVariableDeclaration #localVariableDeclarationStmtAlt
  | statementExpression #expressionStmtAlt
  | SEMI #emptyStmtAlt
  ;
catchClause
  : CATCH LPAREN variableModifiersOpt catchType? identifier rparen nls block
  ;

catchType
  : qualifiedClassName (BITOR qualifiedClassName)*
  ;

finallyBlock
  : FINALLY nls block
  ;

resources
  : LPAREN nls resourceList sep? rparen
  ;

resourceList
  : resource (sep resource)*
  ;

resource
  : localVariableDeclaration
     | expression
  ;

/** Matches cases then statements, both of which are mandatory.
*  To handle empty cases at the end, we add switchLabel* to statement.
*/
switchBlockStatementGroup
  : switchLabel (nls switchLabel)* nls blockStatements
  ;

switchLabel
  : CASE expression COLON
     | DEFAULT COLON
  ;

forControl
  : enhancedForControl
     | classicalForControl
  ;

enhancedForControl
  : variableModifiersOpt type? variableDeclaratorId (COLON | IN) expression
  ;
classicalForControl
   : forInit? SEMI expression? SEMI forUpdate?
   ;

forInit
   : localVariableDeclaration
   | expressionList[false]
   ;

forUpdate
   : expressionList[false]
   ;

// EXPRESSIONS

castParExpression
   : LPAREN type rparen
   ;

parExpression
   : expressionInPar
   ;

expressionInPar
   : LPAREN enhancedStatementExpression rparen
   ;

expressionList[boolean canSpread]
   : expressionListElement[ScanSpread] (COMMA expressionListElement[ScanSpread])* 
   ;

expressionListElement[boolean canSpread]
   : MUL? expression
   ;

enhancedStatementExpression
   : statementExpression
   | standardLambdaExpression
   ;

statementExpression
   : commandExpression                   #commandExprAlt
   ;

postfixExpression
   : pathExpression op=(INC | DEC)?
   ;
expression
   // must come before postfixExpression to resolve the ambiguities between casting and call on parentheses
   expression, e.g. (int)(1 / 2)
   
   : castParExpression castOperandExpression  
   #castExprAlt

   // qualified names, array expressions, method invocation, post inc/dec
   | postfixExpression   #postfixExprAlt

   // ~(BNOT)/!(LNOT) (level 1)
   | (BITNOT | NOT) nls expression  #unaryNotExprAlt

   // math power operator (** ) (level 2)
   | left=expression op=POWER nls right=expression  
   #powerExprAlt

   // ++(prefix)/--(prefix)/+(unary)/-(unary) (level 3)
   | op=(INC | DEC | ADD | SUB) expression  #unaryAddExprAlt

   // multiplication/division/modulo (level 4)
   | left=expression nls op=(MUL | DIV | MOD) nls right=expression  
   #multiplicativeExprAlt

   // binary addition/subtraction (level 5)
   | left=expression nls op=(ADD | SUB) nls right=expression  
   #additiveExprAlt

   // bit shift expressions (level 6)
   | left=expression nls
   |
   |   ( ( dOp=LT LT
   |   | tgOp=GT GT GT
   |   | dOp=GT GT
   | )
   | rangeOp=( RANGE_INCLUSIVE
   |   RANGE_EXCLUSIVE
   )
   |
   | right=expression  
   #shiftExprAlt

   // boolean relational expressions (level 7)
   | left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type  
   #relationalExprAlt
   | left=expression nls op=(LE | GE | GT | LT | IN | NOT_IN) nls right=expression  
   #relationalExprAlt

   // equality/inequality (==/!=) (level 8)
   | left=expression nls
   |
   |   op=( IDENTICAL
   |   | NOT_IDENTICAL
   |   | EQUAL
   |   | NOTEQUAL
   |   | SPACESHIP
   | ) nls
right=expression #equalityExprAlt

// regex find and match (=~ and ==~) (level 8.5)
// jez: moved =~ closer to precedence of == etc, as...
// 'if (foo =~ "a.c")' is very close in intent to 'if (foo == "abc")'
| left=expression nls op=(REGEX_FIND | REGEX_MATCH) nls right=expression #regexExprAlt

// bitwise or non-short-circuiting and (&) (level 9)
| left=expression nls op=BITAND nls right=expression #andExprAlt

// exclusive or (^) (level 10)
| left=expression nls op=XOR nls right=expression #exclusiveOrExprAlt

// bitwise or non-short-circuiting or (|) (level 11)
| left=expression nls op=BITOR nls right=expression #inclusiveOrExprAlt

// logical and (&&) (level 12)
| left=expression nls op=AND nls right=expression #logicalAndExprAlt

// logical or (||) (level 13)
| left=expression nls op=OR nls right=expression #logicalOrExprAlt

// conditional test (level 14)
| <assoc=right> con=expression nls
  ( QUESTION nls tb=expression nls COLON nls
  | ELVIS nls
  )
  fb=expression #conditionalExprAlt

// assignment expression (level 15)
// "(a) = [1]" is a special case of multipleAssignmentExprAlt, it will be handle by assignmentExprAlt
| <assoc=right> left=variableNames nls op=ASSIGN nls right=statementExpression #multipleAssignmentExprAlt
| <assoc=right> left=expression nls
  op=(  ASSIGN
  | ADD_ASSIGN
  | SUB_ASSIGN
  | MUL_ASSIGN
  | DIV_ASSIGN
  | AND_ASSIGN
  | OR_ASSIGN
  | XOR_ASSIGN
  | RSHIFT_ASSIGN
  | URSPLAT_ASSIGN
  | LSHIFT_ASSIGN
  | MOD_ASSIGN
  | POWER_ASSIGN
  | ELVIS_ASSIGN

---

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enhancedStatementExpression  #assignmentExprAlt

;  

castOperandExpression
options { baseContext = expression; }
  :  castParExpression castOperandExpression  #castExprAlt
    |  postfixExpression  #postfixExprAlt

  // ~(BNOT)/!(LNOT)
  |  (BITNOT | NOT) nls castOperandExpression  #unaryNotExprAlt

  // ++(prefix)/--(prefix)/+(unary)/-(unary)
  |  op=(INC | DEC | ADD | SUB) castOperandExpression  #unaryAddExprAlt

;  

commandExpression
  :  expression
    (  
      [ !SemanticPredicates.isFollowingArgumentsOrClosure($expression.ctx) ]?
        argumentList
      |
      /* if pathExpression is a method call, no need to have any more arguments */
      )

    commandArgument*

;  

commandArgument
  :  commandPrimary
    // what follows is either a normal argument, parens,
    // an appended block, an index operation, or nothing
    // parens (a b already processed):
    //   a b c() d e -> a(b).c().d(e)
    //   a b c() d e -> a(b).c().call().d(e)
    // index (a b already processed):
    //   a b c[x] d e -> a(b).c[x].d(e)
    //   a b c[x][y] d e -> a(b).c[x][y].d(e)
    // block (a b already processed):
    //   a b c {x} d e -> a(b).c({x}).d(e)
    //
    // parens/block completes method call
    // index makes method call to property get with index
    //
    (  pathElement+
      |  argumentList
    )


A "path expression" is a name or other primary, possibly qualified by various forms of dot, and/or followed by various kinds of brackets.

It can be used for value or assigned to, or else further qualified, indexed, or called.

It is called a "path" because it looks like a linear path through a data structure.

Examples:
- x.y
- x?.y
- x*.y
- x.@y
- x[0]
- x[y]
- x[y,z]
- x(), x(y)
- x(y,z)
- x[s]
- a.b[n].c(x).d[s]

(Compare to a C lvalue, or LeftHandSide in the JLS section 15.26.)

General expressions are built up from path expressions, using operators like `+` and `=`.

### pathExpression

```java
pathExpression returns [int t]
:   (primary
   |   // if 'static' followed by DOT, we can treat them as identifiers, e.g. static.unused = { -> }
       _input.LT(2).getType() == DOT )?
       STATIC
   ) (pathElement { $t = $pathElement.t; })*
;
```

### pathElement

```java
pathElement returns [int t]
:   nls
   |   // AT: foo.@bar selects the field (or attribute), not property
       (DOT
       |       SPREAD_DOT  // Spread operator: x*.y === x?.collect{it.y}
       |       SAFE_DOT    // Optional-null operator: x?.y === (x==null)?null:x.y
       |       SAFE_CHAIN_DOT // Optional-null chain operator: x??,y,z === x?.y?.z
       ) nls (AT | nonWildcardTypeArguments)?
   |   METHOD_POINTER nls // Method pointer operator: foo.&y == foo.metaClass.getMethodPointer(foo, "y")
   |   METHOD_REFERENCE nls // Method reference: System.out::println
   )
   namePart
   { $t = 1; }
   DOT nls NEW creator[1]
   { $t = 6; }
```

// Can always append a block, as foo{bar}
| closureOrLambdaExpression
|   { $t = 3; } |
|   ) |
| arguments
|   { $t = 2; } |

// Element selection is always an option, too.
// In Groovy, the stuff between brackets is a general argument list,
// since the bracket operator is transformed into a method call.
| indexPropertyArgs
|   { $t = 4; } |
| namedPropertyArgs
|   { $t = 5; } |

/**
* This is the grammar for what can follow a dot: x.a, x.@a, x.&a, x.'a', etc.
*/
namePart
: ( identifier
// foo.'bar' is in all ways same as foo.bar, except that bar can have an arbitrary spelling
| stringLiteral |
| dynamicMemberName |

/*/ just a PROPOSAL, which has not been implemented yet!
// PROPOSAL, DECIDE: Is this inline form of the 'with' statement useful?
// Definition: a.{foo} === {with(a) {foo}}
// May cover some path expression use-cases previously handled by dynamic scoping (closure delegates).
| block
*/

// let's allow common keywords as property names
| keywords |
: )

/**
* If a dot is followed by a parenthesized or quoted expression, the member is computed dynamically,
* and the member selection is done only at runtime. This forces a statically unchecked member access.
*/
dynamicMemberName
: parExpression
| gstring
/** An expression may be followed by [...].
 * Unlike Java, these brackets may contain a general argument list,
 * which is passed to the array element operator, which can make of it what it wants.
 * The brackets may also be empty, as in T[]. This is how Groovy names array types.
 */
indexPropertyArgs
    : QUESTION? LBRACK expressionList[true]? RBRACK

namedPropertyArgs
    : QUESTION? LBRACK (namedPropertyArgList | COLON) RBRACK

primary
    :
        // Append `typeArguments?` to `identifier` to support constructor reference with generics, e.g.
        HashMap<String, Integer>::new
        // Though this is not a graceful solution, it is much faster than replacing `builtInType` with `type`
        identifier typeArguments?
            #identifierPrmrAlt
        literal
            #literalPrmrAlt
        gstring
            #gstringPrmrAlt
        NEW nls creator[0]
            #newPrmrAlt
        THIS
            #thisPrmrAlt
        SUPER
            #superPrmrAlt
        parExpression
            #parenPrmrAlt
        closureOrLambdaExpression
            #closureOrLambdaExpressionPrmrAlt
        list
            #listPrmrAlt
        map
            #mapPrmrAlt
        builtInType
            #builtInTypePrmrAlt

namedPropertyArgPrimary
options { baseContext = primary; }
    : identifier
        #identifierPrmrAlt
    literal
        #literalPrmrAlt
    gstring
        #gstringPrmrAlt
    parExpression
        #parenPrmrAlt

namedArgPrimary
options { baseContext = primary; }
    : identifier
        #identifierPrmrAlt
    literal
        #literalPrmrAlt
    gstring
        #gstringPrmrAlt
commandPrimary
options { baseContext = primary; }
:  identifier                      #identifierPrmrAlt
|  literal                        #literalPrmrAlt
|  gstring                        #gstringPrmrAlt
;

list
:  LBRACK expressionList[true] COMMA? RBRACK
;

map
:  LBRACK
   (  mapEntryList COMMA?
    |   COLON
   )
  RBRACK
;

mapEntryList
:  mapEntry (COMMA mapEntry)*
;

namedPropertyArgList
options { baseContext = mapEntryList; }
:  namedPropertyArg (COMMA namedPropertyArg)*
;

mapEntry
:  mapEntryLabel COLON nls expression
|  MUL COLON nls expression
;

namedPropertyArg
options { baseContext = mapEntry; }
:  namedPropertyArgLabel COLON nls expression
|  MUL COLON nls expression
;

namedArg
options { baseContext = mapEntry; }
:  namedArgLabel COLON nls expression
|  MUL COLON nls expression
;

mapEntryLabel
:  keywords
|  primary
typeArgumentsOrDiamond
 : LT GT
 | typeArguments
 ;

arguments
 : LPAREN enhancedArgumentListInPar? COMMA? rparen
 ;

argumentList
 options { baseContext = enhancedArgumentListInPar; }
 : firstArgumentListElement
   ( COMMA nls
   argumentListElement
   )*
 ;

enhancedArgumentList
 options { baseContext = enhancedArgumentListInPar; }
 : firstEnhancedArgumentListElement
   ( COMMA nls
   enhancedArgumentListElement
   )*
 ;

enhancedArgumentListInPar
 : enhancedArgumentListElement
   ( COMMA nls
   enhancedArgumentListElement
   )*
 ;

firstArgumentListElement
 options { baseContext = enhancedArgumentListElement; }
 : expressionListElement[true]
 | namedArg
 ;

argumentListElement
 options { baseContext = enhancedArgumentListElement; }
 : expressionListElement[true]
 | namedPropertyArg
 ;

firstEnhancedArgumentListElement
 options { baseContext = enhancedArgumentListElement; }

expressionListElement[true]
  | standardLambdaExpression
  | namedArg

enhancedArgumentListElement
  : expressionListElement[true]
  | standardLambdaExpression
  | namedPropertyArg

stringLiteral
  : StringLiteral

className
  : CapitalizedIdentifier

identifier
  : Identifier
  | CapitalizedIdentifier
  | VAR
  | IN

// | DEF
  | TRAIT
  | AS

builtinType
  : BuiltInPrimitiveType
  | VOID

keywords
  : ABSTRACT
  | AS
  | ASSERT
  | BREAK
  | CASE
  | CATCH
  | CLASS
  | CONST
  | CONTINUE
  | DEF
  | DEFAULT
  | DO
  | ELSE
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| NullLiteral | BooleanLiteral |
|             |                |
|             |                |

| BuiltInPrimitiveType | VOID |
|                      |      |
|                      |      |

| PUBLIC | PROTECTED | PRIVATE | ; |
|        |           |         |  |

rparen : RPAREN ; 
nls
No license file was found, but licenses were detected in source scan.

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1.2189 decode-uri-component 0.2.0 0.2.0

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1.2191 annotations 3.0.1

1.2192 toposort 2.0.2 2.0.2
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1.2200 jersey-bean-validation 2.5.1

1.2201 aws-java-sdk-s3 1.11.704

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryEncryption.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteMarkerReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ExistingObjectReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionS3.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SourceSelectionCriteria.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionKMS.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjectsStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/EncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionRule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteMarkerReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ExistingObjectReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionByDefault.java
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  jar/com/amazonaws/services/s3/waiters/HeadBucketFunction.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/waiters/HeadObjectFunction.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/internal/AbstractRepeatableCipherInputStream.java
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/*
This appendix summarizes the current crypto related meta information associated with an S3 object encrypted using SDK client-side encryption. In SDK's terminology, these meta information are classified as "user metadata". In general, the meta information is just a map of key/value pairs. Physically they are persisted either as metadata of the encrypted S3 object, or as a separate S3 object called an "instruction file" (which is just a JSON file in plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding, such as <code>"AES/CBC/PKCS5Padding"</code>, please refer to Oracle's <a href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html">Java&trade; Cryptography Architecture Standard Algorithm Name Documentation</a> for more details.

Note when a key/value pair is stored as "user metadata" as part of the S3 metadata, the SDK always adds an additional prefix of <code>x-amz-meta-</code> to the key name. In contrast, the SDK doesn't add any prefix when the key names are stored in an instruction file. (The reason has to do with how the http headers are handled.)

For example, <code>x-amz-key</code> would get stored as <code>x-amz-meta-x-amz-key</code> in S3 metadata. In contrast, <code>x-amz-key</code> would simply be stored as is (ie without the prefix) in an instruction file.

All the keys described below are considered "user metadata" by the SDK.

For more details, see:

- <h2>S3 metadata vs instruction file</h2>
- <p>
  Note when a key/value pair is stored as "user metadata" as part of the S3 metadata, the SDK always adds an additional prefix of <code>x-amz-meta-</code> to the key name. In contrast, the SDK doesn't add any prefix when the key names are stored in an instruction file. (The reason has to do with how the http headers are handled.)
- For example, <code>x-amz-key</code> would get stored as <code>x-amz-meta-x-amz-key</code> in S3 metadata. In contrast, <code>x-amz-key</code> would simply be stored as is (ie without the prefix) in an instruction file.
- All the keys described below are considered "user metadata" by the SDK.
- <h2>S3 v1 crypto meta information (supported by all SDK's)</h2>
- <p>
For non-KMS client-side encryption, this v1 crypto meta information is used to support the "Encryption Only" crypto mode (which involves the use of \texttt{AES/CBC/PKCS5Padding} for content encryption, and \texttt{AES/ECB} for encrypting the one-time randomly generated data key). For KMS client-side encryption, the v2 crypto meta information is used.

This v2 crypto meta information is used to support both authenticated encryption (which involves the use of \texttt{AES/GCM/NoPadding} for content encryption, and key wrapping for the one-time randomly generated data key), and KMS client-side encryption (which can either be encryption-only or authenticated encryption.)

<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key</td>
<td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek is randomly generated per S3 object, and is always an AES 256-bit key. The corresponding cipher is always &quot;AES/CBC/PKCS5Padding&quot;.</td>
</tr>
<tr>
<td>x-amz-iv</td>
<td>Randomly generated IV (per S3 object), base64 encoded</td>
</tr>
<tr>
<td>x-amz-matdesc</td>
<td>Customer provided material description in JSON (UTF8) format. Used to identify the client-side master key (i.e., used to encrypt/wrap the generated content encrypting key).</td>
</tr>
<tr>
<td>x-amz-unencrypted-content-length</td>
<td>Unencrypted content length (optional but should be specified whenever possible).</td>
</tr>
</tbody>
</table>
| **x-amz-key-v2** | CEK in key wrapped form. This is necessary so that the S3 encryption
| **x-amz-iv** | Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)
| **x-amz-matdesc** | Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.
| **x-amz-unencrypted-content-length** | Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)
| **x-amz-wrap-alg** | Key wrapping algorithm used.
| **x-amz-cek-alg** | Content encryption algorithm used.

*Supported values:
- "AESWrap",
- "RSA/ECB/OAEWithSHA-256AndMGF1Padding",
- "kms"

*No standard key wrapping is used if this meta information is absent
*Always set to "kms" if KMS is used for client-side encryption

*Supported values:
- "AES/GCM/NoPadding",
- "AES/CBC/PKCS5Padding"

*Default to "AES/CBC/PKCS5Padding" if this key is absent.
* <td>Tag length (in bits) when AEAD is in use.
* </td>
* <ul>
* <li>Only applicable if AEAD is in use. This meta information is absent
* otherwise, or if KMS is in use.</li>
* </ul>
* Supported value: `<code>"128"</code>`
* </table>
* </tr>
* </table>
* </td>
* </tr>
* </table>
* </td>
* </tr>
* </table>
* <p>
* <h3>KMS Integration for client-side encryption</h3>
* <ol>
* <li>All client-side KMS protected S3 objects are stored in v2 crypto meta information
* format. However, the key wrapping algorithm, `<b>x-amz-wrap-alg</b>` is always
* set to `<b>"kms"</b>`.</li>
* <li>The KMS Customer Master Key ID is currently stored as part of the
* material description, `<b>x-amz-matdesc</b>`, under the key-name
* `<b>"kms_cmk_id"</b>`.</li>
* </ol>
* </p>
* </h3>
* <p>
* <h4>Sample S3 crypto meta information for KMS client-side encryption</h4>
* <pre>
* x-amz-meta-x-amz-key-v2:
* CiA1J2GqwpJRnt4izuwoaic2YdNRNSMEslG5rw3pElJ8hKnuAQEBAwB4CdhsqsKSUZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpiIAAAB+MHwGCSqGSib3DQEHBqBvMG0CAQAwaAYJKoZlhcNAQcBMB4GCWCGSAlFAwQBLjARBAyD0rzN3KHIIiVixDVCsCARCAOwhZ6xA8rob3ZH0mN3uKFiieHKVyiIC/PKlchALvGl0Vlnf86m
* cZJNpTXtwMkJkDocVj3Z1zGjZTuFtOsOH
* x-amz-iv: xqOHH+m6y0UogwG5SHJ3MQ==
* x-amz-uncrypted-content-length: 32768
* x-amz-cek-alg: AES/CBC/PKCS5Padding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {
* "kms_cmk_id": "d3fd2273-4ca0-4da5-b1c2-c89742ecc6a26"
* }
* </pre>
* </h5>
* </h5>
* </p>
* </h5>
* <pre>
* x-amz-key-v2:
* CiA1J2GqwpJRnt4izuwoaic2YdNRNSMEslG5rw3pElJ8hKnuAQEBAwB4CdhsqsKSUZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpiIAAAB+MHwGCSqGSib3DQEHBqBvMG0CAQAwaAYJKoZlhcNAQcBMB4GCWCGSAlFAwQBLjARBAytfVvYyW4i6QmwcPK1ECARCAO1VzoM6Kx9DHylNnM/BEbbje2vLA7IY790kUoSqdxgKxpNID9QaL/7928m1Djld0JpHefjm89C
* x-amz-iv: VZBksyij6DhrUMye
* x-amz-uncrypted-content-length: 32768

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* x-amz-cek-alg: AES/GCM/NoPadding
* x-amz-wrap-alg: kms
* x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c89742cc6a26"}
* x-amz-tag-len: 128
* </pre>

* <h2>S3 metadata of an instruction file</h2>
* <p>
* The following key is always included as part of the S3 metadata of the
* instruction file (which is just an S3 object). Since the SDK treats this key
* as "user metadata", the key name is always prefixed with <b>x-amz-meta-</b>
* when physically stored.
* </p>
* <table border=1>
* <tr aligned="left">
* <th>key</th>
* <th>description</th>
* </tr>
* <tr>
* <td width="200"><b>x-amz-crypto-instr-file</b></td>
* <td>the presence of this key is used to indicate this S3 object is an
* instruction file (of an associated client-side encrypted S3 object).</td>
* </tr>
* </table>
* */

Found in path(s):
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/package-info.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/SecuredCEK.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3ObjectIds.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3Event.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SSEAwsKeyManagementParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PutInstructionFileRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SimpleMaterialProvider.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/InstructionFileId.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/NotificationConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SSECustomerKeyProvider.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/FileDeletionEvent.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3DataSource.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PutObjectRequest.java
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 */
/**
 * Gets the optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin returning
 * results. Results are always ordered first lexicographically (i.e.
 * alphabetically) and then from most recent version to least recent
 * version.
 * <p>
 * A key marker must be specified when specifying a <code>versionIdMarker</code>.
 * Results begin immediately after the version with the specified key and
 * version ID.
 * </p>
 *
 * @return The optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin
 * returning results.
 *
 * @see ListVersionsRequest#setVersionIdMarker(String)
 * @see ListVersionsRequest#withVersionIdMarker(String)
 */

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*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3ClientParamsWrapper.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/TransferManagerParams.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Tier.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/BucketWebsiteConfiguration.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketLifecycleConfigurationRequest.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RoutingRuleCondition.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ListObjectsV2Request.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ListObjectsV2Response.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketLocationRequest.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketLocationResponse.java
*/opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RedirectRule.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GlacierJobParameters.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketPolicyRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/TransferManagerBuilder.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/RoutingRule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3Builder.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3ClientParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3ClientConfigurationFactory.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3ClientParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/TransferManagerBuilder.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/TransferManagerBuilder.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3VersionSummary.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketLifecycleConfigurationRequest.java
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// The Amazon S3 DevPay token header is a special exception and can be safely moved

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/Download.java
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jar/com/amazonaws/services/s3/iterable/S3Objects.java

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 */

/**
 ** Interface for providing encryption materials.
 ** Implementations are free to use any strategy for providing encryption
 ** materials, such as simply providing static material that doesn't change,
 ** or more complicated implementations, such as integrating with existing
 ** key management systems.
 */

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/GetObjectTaggingResponseHeaderHandler.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/MetadataEntry.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/UploadCallable.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/MultipleFileDownload.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileUploadImpl.java
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jar/com/amazonaws/services/s3/internal/eventstreaming/HeaderType.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetObjectRetentionResult.java
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1.2205 fast-deep-equal 2.0.1

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1.2207 math-random 1.0.4
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1.2210 jcip-annotation 1.0
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<html>
<body>
<p>
Class, field, and method level annotations for describing thread-safety policies.
</p>

<p>
Three class-level annotations describe the <em>intended</em> thread-safety promises of a class:<br/>
<code>@Immutable</code>, <code>@ThreadSafe</code>, and <code>@NotThreadSafe</code>.
<code>@Immutable</code> means that the class is immutable,<br/>and implies <code>@ThreadSafe</code>.<br/><code>@NotThreadSafe</code> is optional;<br/>if a class is not annotated as thread-safe, it should be presumed not to be<br/>thread-safe, but if you want to make it extra clear, use<br/><code>@NotThreadSafe</code>.<br/>
</p>

<p>
These annotations are relatively unintrusive and are beneficial to<br/>both users and maintainers. Users can see immediately whether a class<br/>is thread-safe, and maintainers can see immediately whether<br/>thread-safety guarantees must be preserved. Annotations are also<br/>useful to a third constituency: tools. Static code-analysis tools may<br/>be able to verify that the code complies with the contract indicated<br/>by the annotation, such as verifying that a class annotated with<br/><code>@Immutable</code> actually is immutable.<br/>
</p>
Field and method annotations

The class-level annotations above are part of the public documentation for the class. Other aspects of a class's thread-safety strategy are entirely for maintainers and are not part of its public documentation.

Classes that use locking should document which state variables are guarded with which locks, and which locks are used to guard those variables. A common source of inadvertent non-thread-safety is when a thread-safe class consistently uses locking to guard its state, but is later modified to add either new state variables that are not adequately guarded by locking, or new methods that do not use locking properly to guard the existing state variables. Documenting which variables are guarded by which locks can help prevent both types of omissions.

The `@GuardedBy(lock)` annotation documents that a field or method should be accessed only with a specific lock held.

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* /opt/cola/permits/1135913176_1613629761.33/0/jcip-annotations-1-0-sources-2-jar/net/jcip/annotations/package.html

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* /opt/cola/permits/1135913176_1613629761.33/0/jcip-annotations-1-0-sources-2-jar/net/jcip/annotations/NotThreadSafe.java

1.2211 json-path 1.1.1 1.1.1

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1.2212 jackson-jaxrs-xml-provider 2.9.10

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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt
The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:

- analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
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- analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

The Stempel analyzer (stempel) includes BSD-licensed software developed by the Egothor project http://egothor.sf.net/, created by Leo Galambos, Martin Kvapil, and Edmond Nolan.

The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt. See http://project.carrot2.org/license.html.

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1.2216 synchronous-promise 2.0.15 2.0.15
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1.2218 ecc-jsbn 0.1.2 0.1.2

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/DefaultNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/InetSocketAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/DefaultAddressResolverGroup.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/InetNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/DefaultHostsFileEntriesResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/AddressResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/CompositeNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/HostsFileParser.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/AbstractAddressResolver.java

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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/ResolvedAddressTypes.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/HostsFileEntries.java

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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
jar/io/netty/resolver/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
jar/io/netty/resolver/NoopAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
jar/io/netty/resolver/AddressResolverGroup.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
jar/io/netty/resolver/SimpleNameResolver.java
* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-
jar/io/netty/resolver/NameResolver.java

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* /opt/ws_local/PERMITS_SQL/1072871174_1595214724.46/0/netty-resolver-4-1-42-final-sources-1-jar/io/netty/resolver/RoundRobinInetAddressResolver.java

1.2226 netty-buffer 4.1.42.Final
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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PoolArenaMetric.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PoolSubpageMetric.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PoolChunkMetric.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/UnpooledSlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/UnpooledUnsafeHeapByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/UnsafeByteBufUtil.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java

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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/FixedCompositeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ByteBufProcessor.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/EmptyByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/AbstractReferenceCountedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ByteBufHolder.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/UnreleasableByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ReadOnlyByteBuffer.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/WrappedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/DefaultByteBufHolder.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/AbstractDerivedByteBuf.java

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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/AbstractByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ReadOnlyByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ByteBufUtil.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PooledDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PoolChunk.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PoolChunkList.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/ByteBufInputStream.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/UnpooledUnsafeByteBuf.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1.jar/io/netty/buffer/PoolThreadCache.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ByteBufAllocatorMetricProvider.java
* /opt/ws_local/PERMITS_SQL/1072871254_1595214807.59/0/netty-buffer-4-1-42-final-sources-1-
  jar/io/netty/buffer/ByteBufAllocatorMetric.java

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1.2227 kotlin 1.3.72

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["version":3,"file":"kotlin.js","sources":[]"wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","kotlin/UByte.kt","kotlin/UInt.kt","kotlin/UShort.kt","Ranges.kt","collections/Collections.kt","collections/Maps.kt","collections/Sets.kt","text/StringNumberConversions.kt","kotlin/UnsignedUtils.kt","collections/Iterables.kt","collections/Sequences.kt","util/Preconditions.kt","generated/_ArraysJs.kt","comparisons/Comparisons.kt","kotlin/Comparator.kt","util/Standard.kt","generated/_Compar..."
Kotlin.toByte(Kotlin.numberToInt(a));

Kotlin.toChar(Kotlin.numberToInt(a));

Kotlin.toDouble(Kotlin.numberToDouble(a));

Kotlin.toChar(Kotlin.numberToInt(a));

Kotlin.doubleToInt(Kotlin.number);
\{\n  kind: \"class\",\n  simpleName: \"Long\",\n  interfaces:[\n  ]\n}\n
/*
 * A cache of the Long representations of small integer values.
 * @type {Object}\n * @private
 *\n * Returns a Long representing the given (32-bit) integer value.
 *\n * Converts this number value to \`Long\`.\n *\n * Returns zero if this \`Double\` value is \`NaN\`, \`Long.MIN_VALUE\` if it's less than \`Long.MIN_VALUE\`, \n * \`Long.MAX_VALUE\` if it's bigger than \`Long.MAX_VALUE\`.\n *\n * The number in question.\n *\n * The corresponding Long value.\n *\n *\n */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the 64-bit integer that comes by concatenating
 * the given high and
 * low bits.  Each is assumed to use 32 bits.
 *\n *\n */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};

/**
 * Returns a Long representation of the given string, written using the given
 * radix.
 *\n *\n */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

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

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

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

// NOTE: the compiler should inline these constant values below and then remove\n// these

/**
 * Number used repeated below in calculations.
 *\n *\n */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 *\n *\n */
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

/**
 *\n *\n */

/**
 *\n *\n */
Kotlin.Long.TWO_PWR_31_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ / 2;

/**
 *\n *\n */

/**
 *\n *\n */
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;

/**
 *\n */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

/**
 *\n */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromInt(-2147483648);

/**
 *\n */
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromInt(2147483647);

/** @type {Object} */
Kotlin.Long.ZERO

/**
 *\n */
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.ZERO.

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Kotlin.Long.ONE = Kotlin.Long.fromInt(1);

Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);

Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0, 0x7FFFFFFF | 0);

Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);

Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_24_.multiply(2);

Kotlin.Long.prototype.toInt = function() {
  return this.low_;
};

Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ + this.getLowBitsUnsigned();
};

Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_; // The bottom-most digit in this base and then
  // minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));
  var rem = this;
  var result = '';
  while (true) {
    var remDiv = rem.div(radixToPower);
    var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();
    var digits = intval.toString(radix);
    rem = remDiv;
    if (rem.isZero()) {
      return digits + result;
    } else {
      while (digits.length < 6) {
        digits = '0' + digits;
      }
      result = '' + digits + result;
    }
  }
};

Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};

Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      var val = this.high_ != 0 ? this.high_ : this.low_;
      for (var bit = 31; bit > 0; bit--) {
        if ((val & (1 << bit)) != 0) {
          break;
        }
      }
      return this.high_ != 0 ? bit + 33
        : bit + 1;
    }
  } else {
    return 64;
  }
};

Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_) || (this.low_ != other.low_);
};

Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
};

Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
};

Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
};

Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};

Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

Kotlin.Long.prototype.isOdd = function() {
  return this.high_ & 1 == 1;
};

Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

Kotlin.Long.prototype.isOdd = function() {
  return this.high_ & 1 == 1;
};
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

Kotlin.Long.prototype.compare = function(other) {
  return this.subtract(other).isNegative() ? 1 : -1;
};

Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().multiply(other negate());
    } else {
      return this.negate().multiply(other).negate();
    }
  } else if (other.isNegative()) {
    return this.multiply(other negate()).negate();
  }

  // If both longs are small, use float multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    return this.multiply(other negate());
  }

  // We can skip products that would overflow.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0;
  var c32 = 0;
  var c16 = 0;
  var c00 = 0;
  var d48 = 0;
  var d32 = 0;
  var d16 = 0;
  var d00 = 0;

  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.multiply(other negate());
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.NEG_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.multiply(other negate()).negate();
  }

  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0;
  var c32 = 0;
  var c16 = 0;
  var c00 = 0;
  var d48 = 0;
  var d32 = 0;
  var d16 = 0;
  var d00 = 0;

  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.multiply(other negate());
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.NEG_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.multiply(other negate()).negate();
  }

  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;
  var c48 = 0;
  var c32 = 0;
  var c16 = 0;
  var c00 = 0;
  var d48 = 0;
  var d32 = 0;
  var d16 = 0;
  var d00 = 0;

  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.multiply(other negate());
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.NEG_VALUE : Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.multiply(other negate()).negate();
  }
function (other) {
  var thisRem = this.subtract(other.multiply(approx));
  var result = approx.add(thisRem.divide(other));
  return result;
}

} else if (other.equals(Kotlin.Long.ZERO)) {
  return Kotlin.Long.ZERO;
}

if (this.isNegative()) {
  if (other.isNegative()) {
    return this.negate().divide(other);  // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
  } else {
    var approx = this.shiftRight(1); var rem = approx.subtract(other.multiply(approx));
    var result = approx.add(rem.divide(other));
    return result;
  }
} else if (other.isNegative()) {
  return Kotlin.Long.ZERO;
} else if (this.isNegative()) {
  return Kotlin.Long.ONE;
} else {
  var halfThis = this.shiftRight(1);
  var approx = halfThis.divide(other).shiftLeft(1); if (approx.equals(Kotlin.Long.ZERO)) {
    return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
  } else {
    var otherRem = approx.multiply(other);
    while (otherRem.isNegative() || otherRem.greaterThan(this)) {
      approx -= 1; otherRem = approx.multiply(other);
    }
    // We know the answer can’t be zero... and actually, zero would cause
    // infinite recursion since we would make no progress.
    if (approx.isZero()) {
      approx = Kotlin.Long.ONE;
    }
    return approx;
  }
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.divide(other).multiply(other));
};

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_, ~this.high_);
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                               this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                               this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(high, low << (32 - numBits));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(low, high >> numBits);
    } else {
      return Kotlin.Long.fromBits(high >> numBits);  // We will tweak the approximate result by changing it in the 48-th digit or
      // the smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, 48 - log2);
  // Decrease the approximation until it is smaller than the remainder. Note
  // that if it is too large, the product overflows and is negative.
  var approxRes = Kotlin.Long.fromNumber(approx);
  var approxRem = approxRem.multiply(other);
  while (approxRem.isNegative() || approxRem.greaterThan(res)) {
    approx -= delta;
    approxRes = Kotlin.Long.fromNumber(approx);
    approxRem = approxRes.multiply(other);
  }
  // We know the answer can’t be zero... and actually, zero would cause
  // infinite recursion since we would make no progress.
  if (approxRes.isZero()) {
    approxRes = Kotlin.Long.ONE;
  }
  return approxRes.add(approxRem);
}

*/

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/**
 * Returns this Long with bits shifted to the right by the given amount, with
 * zeros placed into the new leading bits.
 * @param {number} numBits The number of bits by which to shift.
 * @return {Kotlin.Long} This shifted to the right by the given amount, with
 *           zeros placed into the new leading bits.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else if (numBits == 32) {
    return Kotlin.Long.fromBits(high, 0);
  } else if (numBits >= 0) {
    var high = this.high_;
    var low = this.low_;
    return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)),
                                high >>> numBits);
  } else {
    var high = this.high_;
    var low = this.low_;
    return Kotlin.Long.fromBits(low, 0);
  }
};

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo = function (other) {
    return Kotlin.compareTo(this, other);
};

Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};

/**
 * @param {number} numBits
 * @param {number} shift
 */
Kotlin.Long.prototype.shiftLeftSigned = function(numBits, shift) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else if (numBits >= 32) {
    var high = this.high_;
    var low = this.low_;
    return Kotlin.Long.fromBits((low << numBits) | (high >>> (32 - numBits)),
                                low << numBits);
  } else if (numBits == 32) {
    return Kotlin.Long.fromBits(high, 0);
  } else {
    var high = this.high_;
    var low = this.low_;
    return Kotlin.Long.fromBits(high >>> numBits, low << shift);
  }
};

Kotlin.Long.prototype.equalsLong = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.shrink = function (amount) {
  if (amount == 0) {
    return this;
  }
  var high = this.high_;
  var low = this.low_;
  return Kotlin.Long.fromBits((low >>> amount) | (high << (32 - amount)),
                               low >>> amount);
};

Kotlin.Long.prototype.shrinkCopy = function (amount) {
  if (amount == 0) {
    return this;
  }
  var high = this.high_;
  var low = this.low_;
  return Kotlin.Long.fromBits((low >>> amount) | (high << (32 - amount)),
                               low >>> amount);
};

Kotlin.Long.prototype.shrinkInPlace = function (amount) {
  if (amount == 0) {
    return this;
  }
  var high = this.high_;
  var low = this.low_;
  this.high_ = high >>> amount;
  this.low_ = low >>> amount;
};

Kotlin.Long.prototype.toNumber = function() {
    return this;
};

Kotlin.Long.prototype.valueOf = function() {
    return this;
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};
Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
}

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" ||
           Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};
```kotlin
[IndexOfOutOfBoundsException] except in Kotlin/JS

@kotlin.internal.InlineOnly\public inline operator fun <T> Array<out T>.component2(): T {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component2(): Byte {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component2(): Short {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun IntArray.component2(): Int {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun LongArray.component2(): Long {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component2(): Float {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component2(): Double {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component2(): Boolean {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun CharArray.component2(): Char {\n    return get(1)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun <T> Array<out T>.component3(): T {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component3(): Byte {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component3(): Short {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun IntArray.component3(): Int {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun LongArray.component3(): Long {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component3(): Float {\n    return get(2)\n}\n
@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component3(): Double {\n    return get(2)\n}\n```

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*@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

* @kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component4(): T {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}
[IndexOutOfBoundsException] except in Kotlin/JS

*\@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component5(): Float { return get(4)\n\}

*\@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component5(): Double { return get(4)\n\}

*\@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component5(): Boolean { return get(4)\n\}

*\@kotlin.internal.InlineOnly\public inline operator fun CharArray.component5(): Char { return get(4)\n\}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
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/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns true if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an
 [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun CharArray.elementAt(index: Int): Char

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Char\n\n/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}
IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}
Boolean): Long? {\n    return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.\n */
@kotlin.internal.InlineOnly\npublic inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.\n */
@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.\n */
@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)\n}\n/**
 * Returns the last element matching the given [predicate], or ‘null’ if no such element was found.\n */
@kotlin.internal.InlineOnly\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}\n/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")\n    return this[0]\n}
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if 
        (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.\")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if 
        (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.\")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if 
        (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.\")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if 
        (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.\")
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or ‘null’ if element was not found.
 * @throws
 * [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```
<lastIndex) get(index) else null


* Returns first index of [element], or -1 if the array does not contain element.


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* Returns first index of [element], or -1 if the array does not contain element.


* Returns first index of [element], or -1 if the array does not contain element.
CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

ArrayindexOfLast(predicate: (T) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

Array.indexOfLast(predicate: (Byte) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

IntArray.indexOfLast(predicate: (Int) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

CharArray.indexOfLast(predicate: (Char) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int

if (predicate(this[index])) {
    return index
} else {
    return -1
}

* Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

Open Source Used In DNAC Platform Antelope 7840
CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

Open Source Used In DNAC Platform Antelope 7841
Open Source Used In DNAC Platform Antelope 7842
last element matching the given [predicate], or `null` if no such element was found.\n
```kotlin
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

```
(isEmpty()) throw NoSuchElementException("Array is empty.")
return get(random.nextInt(size))

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.randomOrNull(random: Random): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.randomOrNull(): Short? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random)
}
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun IntArray.randomOrNull(random: Random): Int?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun LongArray.randomOrNull(random: Random): Long?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun FloatArray.randomOrNull(random: Random): Float?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun DoubleArray.randomOrNull(random: Random): Double?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun BooleanArray.randomOrNull(random: Random): Boolean?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns a random element from this array using the specified source of randomness, or 'null' if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharArray.randomOrNull(random: Random): Char?
    { if (isEmpty()) return null
        return get(random.nextInt(size))
    }

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.single(): T
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char
    { when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}
matching element

*\*anonymous inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.findFirst(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.findFirstOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray.findLastOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstMatchingPredicate(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstOrNullMatchingPredicate(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastMatchingPredicate(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastOrNullMatchingPredicate(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstMatchingElementMatchingPredicate(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstOrNullMatchingElementMatchingPredicate(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastMatchingElementMatchingPredicate(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastOrNullMatchingElementMatchingPredicate(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstMatchingElementMatchingPredicateCaseInsensitive(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findFirstOrNullMatchingElementMatchingPredicateCaseInsensitive(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastMatchingElementMatchingPredicateCaseInsensitive(predicate: (Char) -> Boolean): Char {
    \n    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}

*\*anonymous inline fun CharArray戆 findLastOrNullMatchingElementMatchingPredicateCaseInsensitive(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            \n            single = element
            found = true
        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    } \n    @Suppress("UNCHECKED_CAST")
    return single as Char
}
if (predicate(element)) {\n    \n    single = element\n    found = true\n    if (!found) return null\n    return single\n}
\n//public inline fun

/**
 * Returns the single element matching the given [predicate], or 'null' if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or 'null' if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

samples.collections.Collections.Transformations.drop\n */pubic fun <T> Array<out T>.dropLast(n: Int): List<T> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}\n/**\n * Returns a list containing all elements except last [n] elements.\n * @throws IllegalArgumentExcepcion if [n] is negative.\n * \n */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}
```java
{\n    list.add(item)\n    yielding = true\n} \nreturn list\n\n/**\n* Returns a list containing all elements except first elements that satisfy the given \[predicate\].\n* @param \[predicate\] function that takes the index of an element and the element itself as parameters and returns the result of predicate evaluation on the element.\n*/
public inline fun <T> Array<out T>.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* @param \[predicate\] function that takes the index of an element and the element itself as parameters and returns the result of predicate evaluation on the element.\n* \n*/
public inline fun <T> ByteArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* \n*/
public inline fun <T> ShortArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* \n*/
public inline fun <T> IntArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* \n*/
public inline fun <T> LongArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* \n*/
public inline fun <T> FloatArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n* Returns a list containing only elements matching the given \[predicate\].\n* \n*/
public inline fun <T> DoubleArray.filterIndexed(predicate: (T, Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n}
```

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filterIndexedTo(ArrayList<Short>(), predicate)\n\n/**
 * Returns a list containing only elements matching the
given [predicate].\n @param [predicate] function that takes the index of an element and the element itself\n and returns the result of predicate evaluation on the element.\n */\n\n\nprivate fun Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
\nprivate fun ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}\n
private fun CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
the element itself * and returns the result of predicate evaluation on the element.

```kotlin
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself * and returns the result of
 * predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Double>>
DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself * and returns the result of
 * predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Char>>
CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

```kotlin
/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}
```

```kotlin
/**
 * Returns a list containing all elements that are instances of specified type parameter R to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself * and returns the result of
 * predicate evaluation on the element.
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}
```
Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not null.
 * @sample samples.collections.Collections.Filtering
 */
public fun <T : Any> Array<out T?>.filterNullTo(): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null` to the given [destination].
 */
private fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNullTo(destination: C): C {
    for (element in this) if (element != null)
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}
MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
for (index in indices) { /* list.add(get(index)) */
  } return list
}

/** Returns an array containing elements at specified [indices]. */
*public fun <T> slice(indices: Collection<Int>): Array<T> {
  val result = arrayOfNulls(this, indices.size)
  var targetIndex = 0
  for (sourceIndex in indices) {
    result[targetIndex++] = this[sourceIndex]
  }
  return result
}

/** Returns an array containing elements of this array at specified [indices]. */
public fun ByteArray.slice(indices: IntRange): ByteArray {
  if (indices.isEmpty()) return ByteArray(0)
  return copyOfRange(indices.start, indices.endInclusive + 1)
}

/** Returns an array containing elements at specified [indices]. */
*public fun <T> slice(indices: IntRange): List<T> {
  var list = ArrayList<T>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<CharArray>.slice(indices: Iterable<Int>): List<Char> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Char>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<BooleanArray>.slice(indices: Iterable<Int>): List<Boolean> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Boolean>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<DoubleArray>.slice(indices: Iterable<Int>): List<Double> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Double>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<FloatArray>.slice(indices: Iterable<Int>): List<Float> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Float>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<LongArray>.slice(indices: Iterable<Int>): List<Long> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Long>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
List<IntArray>.slice(indices: Iterable<Int>): List<Int> {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<Int>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
ByteArray.slice(indices: Collection<Int>): ByteArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<ByteArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
CharArray.slice(indices: Collection<Int>): CharArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<CharArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
BooleanArray.slice(indices: Collection<Int>): BooleanArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<BooleanArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
CharArray.slice(indices: Collection<Int>): CharArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<CharArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
DoubleArray.slice(indices: Collection<Int>): DoubleArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<DoubleArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
FloatArray.slice(indices: Collection<Int>): FloatArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<FloatArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
IntArray.slice(indices: Collection<Int>): IntArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<IntArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
ShortArray.slice(indices: Collection<Int>): ShortArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<ShortArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
ByteArray.slice(indices: Collection<Int>): ByteArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<ByteArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
CharArray.slice(indices: Collection<Int>): CharArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<CharArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
BooleanArray.slice(indices: Collection<Int>): BooleanArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<BooleanArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
DoubleArray.slice(indices: Collection<Int>): DoubleArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<DoubleArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
FloatArray.slice(indices: Collection<Int>): FloatArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<FloatArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
IntArray.slice(indices: Collection<Int>): IntArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<IntArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns an array containing elements of this array at specified [indices]. */
ShortArray.slice(indices: Collection<Int>): ShortArray {
  val size = indices.collectionSizeOrDefault(10)
  if (size == 0) return emptyList()
  val list = ArrayList<ShortArray>(size)
  for (index in indices) {
    list.add(get(index))
  }
  return list
}

/** Returns a list containing elements at specified [indices]. */
*public fun <T> slice(indices: IntRange): List<T> {
  if (indices.isEmpty()) return copyOfRange(0, 0)
  return copyOfRange(indices.start, indices.endInclusive + 1)
}

/** Returns an array containing elements at specified [indices]. */
*public fun <T> slice(indices: IntRange): List<T> {
  if (indices.isEmpty()) return ShortArray(0)
  return copyOfRange(indices.start, indices.endInclusive + 1)
}

/** Returns an array containing elements at specified [indices]. */
*public fun <T> slice(indices: IntRange): List<T> {
  if (indices.isEmpty()) return EmptyList(0)
  return copyOfRange(indices.start, indices.endInclusive + 1)
}

/** Returns an array containing elements at specified [indices]. */
*public fun <T> slice(indices: IntRange): List<T> {
  if (indices.isEmpty()) return EmptyList(0)
  return copyOfRange(indices.start, indices.endInclusive + 1)
}

*/}
in the specified [indices] range.

```kotlin
fun IntArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {
    if (indices.isEmpty()) return BooleanArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun CharArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun DoubleArray.sliceArray(indices: IntRange): DoubleArray {
    if (indices.isEmpty()) return DoubleArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun FloatArray.sliceArray(indices: IntRange): FloatArray {
    if (indices.isEmpty()) return FloatArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun IntArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
fun LongArray.sliceArray(indices: IntRange): LongArray {
    if (indices.isEmpty()) return LongArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

@throws IllegalArgumentException if [n] is negative.
size) return toList() 
if (n == 1) return listOf(this[0])
var count = 0
val list = ArrayList<Double>(n)
for (item in this) { list.add(item)
if (++count == n) break
}
return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun DoubleArray.takeLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Double>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun FloatArray.takeLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Float>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun LongArray.takeLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Long>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Int>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Short>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count \$n\ is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list
}
Returns a list containing last [n] elements.\n\n* @throws IllegalArgumentException if [n] is negative.\n* @sample samples.collections.Collections.Transformations.take\n* \n\n* \n\n\npublic fun BooleanArray.takeLast(n: Int):\n\nList<Boolean> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Boolean>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list.joinToString(*\n\n* Returns a list containing last [n] elements.\n* @throws IllegalArgumentException if [n] is negative.\n* @sample samples.collections.Collections.Transformations.take\n* \n\n\npublic fun CharArray.takeLast(n: Int):\n\nList<Char> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n >= size) return toList()\n    if (n == 1) return listOf(this[size - 1])\n    val list = ArrayList<Char>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list.joinToString(*\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\npublic inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return drop(index + 1)\n        }\n    }\n    return toList()\n\n* Returns a list containing last elements satisfying the given [predicate].\n* @sample samples.collections.Migrations.Transformations.take\n* \n\n\nOpen Source Used In DNAC Platform Antelope 7659
fun <T> Array<T>.reversed(): Array<T> {
    if (isEmpty()) return this
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 * @param <T>
 */
public fun <T> List<T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

fun BooleanArray.reversed(): BooleanArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

fun DoubleArray.reversed(): DoubleArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

fun FloatArray.reversed(): FloatArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

fun IntArray.reversed(): IntArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

fun ShortArray.reversed(): ShortArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

fun ByteArray.reversed(): ByteArray {
    if (isEmpty()) return emptyList()!
    val list = toMutableList()!
    list.reverse()
    return list
}

funCharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funBooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funDoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funFloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funLongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funIntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funCharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funBooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funDoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funFloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funIntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funCharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funBooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funDoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funFloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funLongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funCharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funBooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funDoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funFloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funLongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funCharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funBooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

funDoubleArray.reversed(): List<Double> {
Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function. * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. */

public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {
    return sortedArray().asList()
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun IntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun FloatArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun LongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) {
        sortWith(compareByDescending(selector))
    }
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) {
        sortWith(compareBy(selector))
    }
}
(isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to the specified 
 * comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to the specified 
 * comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to the specified 
 * comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to the specified 
 * comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to the specified 
 * comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns a list of all elements sorted according to the specified 
 * selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to the specified 
 * selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to the specified 
 * selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to the specified 
 * selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to the specified 
 * selector function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}  

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */

public inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}  

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */

public inline fun <R : Comparable<R>> BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}  

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */

public inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}  

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */

public inline fun <R : Comparable<R>> Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */

public fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun FloatArray.sortedDescending(): List<Float> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun DoubleArray.sortedDescending(): List<Double> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun BooleanArray.sortedDescending(): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun CharArray.sortedDescending(): List<Char> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun FloatArray.sortedDescending(): List<Float> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun DoubleArray.sortedDescending(): List<Double> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun BooleanArray.sortedDescending(): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun CharArray.sortedDescending(): List<Char> {
    return sortedWith(compareByDescending(selector))
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed()
}  

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */

public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed()
LongArray.sortedDescending(): List<Long> { return copyOf().apply { sort() }.reversed() } * Returns a list of all elements sorted descending according to their natural sort order.

FloatArray.sortedDescending(): List<Float> { return copyOf().apply { sort() }.reversed() } * Returns a list of all elements sorted descending according to their natural sort order.

DoubleArray.sortedDescending(): List<Double> { return copyOf().apply { sort() }.reversed() } * Returns a list of all elements sorted according to the specified [comparator]. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

CharArray.sortedDescending(): List<Char> { return copyOf().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> { return toTypedArray().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> { return toTypedArray().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> { return toTypedArray().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> { return toTypedArray().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> { return toTypedArray().apply { sortWith comparator }.asList() } * Returns a list of all elements sorted according to the specified [comparator].

ByteArray.asList(): List<Byte> { return list() } * Returns a [List] that wraps the original array.

ShortArray.asList(): List<Short> { return list() } * Returns a [List] that wraps the original array.

IntArray.asList(): List<Int> { return list() } * Returns a [List] that wraps the original array.

LongArray.asList(): List<Long> { return list() } * Returns a [List] that wraps the original array.

FloatArray.asList(): List<Float> { return list() } * Returns a [List] that wraps the original array.

DoubleArray.asList(): List<Double> { return list() } * Returns a [List] that wraps the original array.

CharArray.asList(): List<Char> { return list() } * Returns a [List] that wraps the original array.

contentDeepEquals(): Boolean { if (another.contentDeepHashCode() == this.contentDeepHashCode()) return true } * Returns `true` if the two specified arrays are _deeply_ equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply. * If any of arrays contains itself on any nesting level the behavior is undefined. * The elements of other types are compared for equality with the [equals] function. * For floating point numbers it means that NaN == NaN is not equal to 0.0, and -0.0 == 0.0. * The Array-out T>.contentDeepEquals(other: Array<in T>): Boolean returns a hash code based on the contents of this array if it is [List].

Nested arrays are treated as lists too. * If any of arrays contains itself on any nesting level the behavior is undefined. * The Array-out T>.contentDeepHashCode(): Int returns a string representation of the contents of this array as if it is a [List].

Nested arrays are treated as lists too. * If any of arrays contains itself on any nesting level that reference is rendered as "\"[...]\"" to prevent
recursion.

```kotlin
// @sample samples.collections.Arrays.ContentOperations.contentDeepToString

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentDeepToString(): String

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
  * Returns `true` if the two specified arrays are *structurally* equal to one another. i.e. contain the same number of the same elements in the same order.
  * The elements are compared for equality with the [equals][Any.equals] function.
  * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
  */
@SinceKotlin("1.1")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun ByteArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun ShortArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun IntArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun LongArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun FloatArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun DoubleArray.contentHashCode(): Int

/**
  * Returns a hash code based on the contents of this array as if it is [List].
  */
@SinceKotlin("1.1")
public expect fun CharArray.contentHashCode(): Int
```
code based on the contents of this array as if it is 

```kotlin
(List)[n] *\n@SinceKotlin("1.1.1")\npublic expect fun DoubleArray.contentHashCode(): Int
```

```kotlin

\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.contentHashCode(): Int
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.contentHashCode(): Int
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun fun Array(contentOperations.contentToString

\n@SinceKotlin("1.1")\npublic expect fun <T> Array\n
晋升: T> .contentToString(): String
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.contentToString(): String
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.contentToString(): String
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
\n@SinceKotlin("1.1")\npublic expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```
subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/

@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/

@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/

@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/

@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray
> endIndex.
    * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
    * or when that index is out of the [destination] array indices range.

public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

    * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array and even specify the subrange so that it overlaps with the destination range.
    * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

    * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
    * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

    * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array and even specify the subrange so that it overlaps with the destination range.
    * @return the [destination] array.

@SinceKotlin("1.3")
public expect fun BooleanArray.copyOf(): BooleanArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun ByteArray.copyOf(): ByteArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun ShortArray.copyOf(): ShortArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun IntArray.copyOf(): IntArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun LongArray.copyOf(): LongArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun FloatArray.copyOf(): FloatArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun DoubleArray.copyOf(): DoubleArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun BooleanArray.copyOf(): BooleanArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

@SinceKotlin("1.3")
public expect fun CharArray.copyOf(): CharArray

    * @sample samples.collections.Arrays.CopyOfOperations.copyOf

    * Returns new array which is a copy of the original array, resized to the given [newSize].
    * The copy is either truncated or padded at the end with zero values if necessary.
    * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
    * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
@public fun ByteArray.copyOf(newSize: Int): ByteArray

*\n
* The copy is either truncated or padded at the end with zero values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun ShortArray.copyOf(newSize: Int): ShortArray

*\n
* The copy is either truncated or padded at the end with zero values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun IntArray.copyOf(newSize: Int): IntArray

*\n
* The copy is either truncated or padded at the end with zero values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun LongArray.copyOf(newSize: Int): LongArray

*\n
* The copy is either truncated or padded at the end with zero values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun FloatArray.copyOf(newSize: Int): FloatArray

*\n
* The copy is either truncated or padded at the end with zero values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

*\n
* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

*\n
* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedPrimitiveCopyOf

*\n
*\n
@public expect fun CharArray.copyOf(newSize: Int): CharArray

*\n
* The copy is either truncated or padded at the end with `null` values if necessary.
* \n
* \n
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* \n
* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
* \n
* \n
* @sample samples.collections.Arrays.copyOfOperations.resizedCopyOf

*\n
*\n
@Suppress("NO_ACTUAL_FOR_EXPECT")
@public expect fun Array<T>.copyOf(newSize: Int): Array<T>

*\n
* Returns a new array which is a copy of the specified range of the original array.
* \n
* @param fromIndex the start of the range (inclusive), must be in `0..array.size`
* \n
* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
* \n
* @sample samples.collections.Arrays.copyOfRange

*\n
*\n
@Suppress("NO_ACTUAL_FOR_EXPECT")
@public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

*\n
* Returns a new array which is a copy of the specified range of the original array.
which is a copy of the specified range of the original array.

```kotlin
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit
```
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentExcepion if [fromIndex] is greater than [toIndex].

public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun <T> Array<out T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ByteArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ShortArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

@SinceKotlin("1.3")
public inline fun <T> Array<out T>.contains(element: T): Boolean {
    return index(element) >= 0
}

@SinceKotlin("1.3")
public inline fun ByteArray.contains(element: Byte): Boolean {
    return contains(element.toInt())
}

@SinceKotlin("1.3")
public inline fun ShortArray.contains(element: Short): Boolean {
    return contains(element.toInt())
}

@SinceKotlin("1.3")
public inline fun IntArray.contains(element: Int): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public inline fun LongArray.contains(element: Long): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public inline fun FloatArray.contains(element: Float): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public inline fun DoubleArray.contains(element: Double): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public inline fun BooleanArray.contains(element: Boolean): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public inline fun CharArray.contains(element: Char): Boolean {
    return contains(element)
}
* Returns `true` if the array is not empty.

```kotlin
*\npublic inline fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

*\npublic inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}
```

* Returns the last valid index for the array.

```kotlin
*\nprivate val <T> Array<out T>.lastIndex: Int
    get() = size - 1
```

* Returns an array containing all elements of the original array and then the given `element`.

```kotlin
*\npublic expect operator fun <T> Array<T>.plus(element: T): Array<T>

*\npublic expect operator fun ByteArray.plus(element: Byte): ByteArray

*\npublic expect operator fun ShortArray.plus(element: Short): ShortArray

*\npublic expect operator fun IntArray.plus(element: Int): IntArray

*\npublic expect operator fun LongArray.plus(element: Long): LongArray

*\npublic expect operator fun FloatArray.plus(element: Float): FloatArray

*\npublic expect operator fun DoubleArray.plus(element: Double): DoubleArray

*\npublic expect operator fun CharArray.plus(element: Char): CharArray
```

* Returns an array containing all elements of the original array and then the given `elements`.

```kotlin
*\npublic expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

*\npublic expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

*\npublic expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

*\npublic expect operator fun IntArray.plus(elements: Collection<Int>): IntArray
```

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LongArray.plus(elements: Collection<Long>): LongArray

* Returns an array containing all elements of the original array and all elements of the given [elements] collection.

** Returns an array containing all elements of the given [elements] collection.

### Open Source Used In DNAC Platform

Antelope
Returns an array of Char containing all of the elements of this generic array.

```kotlin
public fun Array<out Char>.toCharArray(): CharArray {
    return CharArray(size) { index -> this[index] }
}
```

Returns an array of Double containing all of the elements of this generic array.

```kotlin
public fun Array<out Double>.toDoubleArray(): DoubleArray {
    return DoubleArray(size) { index -> this[index] }
}
```

Returns an array of Float containing all of the elements of this generic array.

```kotlin
public fun Array<out Float>.toFloatArray(): FloatArray {
    return FloatArray(size) { index -> this[index] }
}
```

Returns an array of Int containing all of the elements of this generic array.

```kotlin
public fun Array<out Int>.toIntArray(): IntArray {
    return IntArray(size) { index -> this[index] }
}
```

Returns an array of Long containing all of the elements of this generic array.

```kotlin
public fun Array<out Long>.toLongArray(): LongArray {
    return LongArray(size) { index -> this[index] }
}
```

Returns an array of Short containing all of the elements of this generic array.

```kotlin
public expect fun ByteArray.toTypedArray(): Array<Byte>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun ShortArray.toTypedArray(): Array<Short>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun IntArray.toTypedArray(): Array<Int>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun CharArray.toTypedArray(): Array<Char>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun IntArray.toTypedArray(): Array<Int>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun CharArray.toTypedArray(): Array<Char>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun IntArray.toTypedArray(): Array<Int>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun CharArray.toTypedArray(): Array<Char>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun IntArray.toTypedArray(): Array<Int>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun BooleanArray.toTypedArray(): Array<Boolean>
```

Returns a typed* object array containing all of the elements of this primitive array.

```kotlin
public expect fun CharArray.toTypedArray(): Array<Char>
```
elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```java
public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```java
public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```java
public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```java
public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
```

```java
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}
```

```java
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}
```

```java
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```java
public inline fun <T, K> Array<out T>.associateBy(keyword: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keyword)
}
```

```java
public inline fun <K> ByteArray.associateBy(keyword: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keyword)
}
```
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}

IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}

LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}

FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}

DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}

CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)  
    Returns a [Map] containing the elements from the given array indexed by the key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. 
}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

```kotlin
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}
```

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```
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V>
    { /* val capacity = mapCapacity(size).coerceAtLeast(16) */ return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) /* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. */ @sample

public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    /* val capacity = mapCapacity(size).coerceAtLeast(16) */ return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <T, K, M : MutableMap<br>    in T, T'> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in T> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in Byte, T> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in Short, T> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in Int, T> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in Long, T> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample

public inline fun <K, M : MutableMap<br>    in K, in Float, T> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination /* Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. */ If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */ @sample
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array, and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

```kotlin
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array, and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

```kotlin
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and and value is provided by the [valueTransform] function applied to elements of the given array, If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and and value is provided by the [valueTransform] function applied to elements of the given array, If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and and value is provided by the [valueTransform] function applied to elements of the given array, If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and and value is provided by the [valueTransform] function applied to elements of the given array, If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and and value is provided by
the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * @sample

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

* @sample
inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>>
FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

MutableCollection<Double>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

HashSet<T>: T {
    for (item in this) {
        return item
    }
    return null
}

Array<T>: T {
    for (item in this) {
        return item
    }
    return null
}

Array<Byte>: Byte {
    for (item in this) {
        return item
    }
    return null
}

Array<Short>: Short {
    for (item in this) {
        return item
    }
    return null
}

Array<Int>: Int {
    for (item in this) {
        return item
    }
    return null
}

Array<Long>: Long {
    for (item in this) {
        return item
    }
    return null
}

Array<Float>: Float {
    for (item in this) {
        return item
    }
    return null
}

Array<Double>: Double {
    for (item in this) {
        return item
    }
    return null
}

Array<Boolean>: Boolean {
    for (item in this) {
        return item
    }
    return null
}

Array<Char>: Char {
    for (item in this) {
        return item
    }
    return null
}

List<T>: T {
    for (item in this) {
        return item
    }
    return null
}

MutableList<T>: T {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Byte>: Byte {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Short>: Short {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Int>: Int {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Long>: Long {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Float>: Float {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Double>: Double {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Boolean>: Boolean {
    for (item in this) {
        return item
    }
    return null
}

MutableList<Char>: Char {
    for (item in this) {
        return item
    }
    return null
}

Array<T>: T {
    for (item in this) {
        return item
    }
    return null
}

Array<Byte>: Byte {
    for (item in this) {
        return item
    }
    return null
}

Array<Short>: Short {
    for (item in this) {
        return item
    }
    return null
}

Array<Int>: Int {
    for (item in this) {
        return item
    }
    return null
}

Array<Long>: Long {
    for (item in this) {
        return item
    }
    return null
}

Array<Float>: Float {
    for (item in this) {
        return item
    }
    return null
}

Array<Double>: Double {
    for (item in this) {
        return item
    }
    return null
}

Array<Boolean>: Boolean {
    for (item in this) {
        return item
    }
    return null
}

Array<Char>: Char {
    for (item in this) {
        return item
    }
    return null
}
in this) list.add(item)
} return list

/**
 * Returns a [MutableList] filled with all elements of this array.
 * @return a [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 * @return a [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 * @return a [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 * @return a [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 * @return a [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boo...
samples.collections.Collections.Transformations.flatMap\n*/\n\npublic inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform).map\n}\n\nReturns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n@sample samples.collections.Collections.Transformations.flatMap\n\npublic inline fun <R> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    val list = transform(element)\n    destination.addAll(list)\n    return destination\n}\n\nAppends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n\n@sample samples.collections.Collections.Transformations.flatMapTo\n\npublic inline fun <R> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    val list = transform(element)\n    destination.addAll(list)\n    return destination\n}\n\nAppends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n\n@sample samples.collections.Collections.Transformations.flatMapTo\n\npublic inline fun <R> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    val list = transform(element)\n    destination.addAll(list)\n    return destination\n}\n\nAppends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n\n@sample samples.collections.Collections.Transformations.flatMapTo\n\npublic inline fun <R> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    val list = transform(element)\n    destination.addAll(list)\n    return destination\n}\n\nAppends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n\n@sample samples.collections.Collections.Transformations.flatMapTo\n\npublic inline fun <R> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    val list = transform(element)\n    destination.addAll(list)\n    return destination\n}\n\nAppends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n\n@sample samples.collections.Collections.Transformations.flatMapTo
transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}
original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array. The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupBy

BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>

CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>>

Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>

ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>

ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>

IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

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with a list of corresponding values.

The returned map preserves the entry iteration order of the keys produced from the original array.

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The returned map preserves the entry iteration order of the keys produced from the original array.
keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<Int, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M :.MutableMap<Int, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<Int, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<Int, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M :MutableMap<Int, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V, M : MutableMap<T, MutableList<V>>> Array<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
original array* by the key returned by the given [keySelector] function applied to the element* and puts to the [destination] map each group key associated with a list of corresponding values.* @return The [destination] map.* @sample samples.collections.Collections.Transformations.groupByKeysAndValues* /unpublic inline fun <K, V, M : MutableMap<K, MutableList<V>>, ShortArray, groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, IntArray, groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, LongArray, groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, FloatArray, groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, DoubleArray, groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, BooleanArray, groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

public inline fun <K, V, M : MutableMap<K, MutableList<V>>, CharArray, groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) return

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations
 *
 * @param keySelector function to extract a key from each element.
 * @param * @param * @param samples.collections.Grouping.groupingByEachCount
 */
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {

 override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
 override fun

 keyOf(element: T): K = keySelector(element)


function that takes the index of an element and the element itself\* and returns the result of the transform applied to the element.

```kotlin
public inline fun <R> IntArray.mapIndexedTo(transform: (index: Int, Int) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <R> LongArray.mapIndexedTo(transform: (index: Int, Long) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <R> FloatArray.mapIndexedTo(transform: (index: Int, Float) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <R> DoubleArray.mapIndexedTo(transform: (index: Int, Double) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <R> BooleanArray.mapIndexedTo(transform: (index: Int, Boolean) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <R> CharArray.mapIndexedTo(transform: (index: Int, Char) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}
```

```kotlin
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
public inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```
this
    destination.add(transform(index++, item))
} return destination

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@<transform> function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C
{
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C
{
    var index = 0
    for (item in this)
C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Applies the given [transform] function to each
 * element of the original array* and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Applies the given [transform] function to each
 * element of the original array* and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Applies the given [transform] function to each
 * element of the original array* and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Applies the given [transform] function to each
 * element of the original array* and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Applies the given [transform] function to each
 * element of the original array* and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        return destination
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array* into an
 * [IndexedValue] containing the index of that element and the element itself.*
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.* The elements in the resulting list are in the same order as they were in the source array.*
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
only distinct elements from the given array.
The elements in the resulting list are in the same order as they were in the source array.

```kotlin
samples.collections.Collections.Transformations.distinctAndDistinctBy

public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

```
fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>(array)
    val list = ArrayList<Long>(array)
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>(array)
    val list = ArrayList<Float>(array)
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>(array)
    val list = ArrayList<Double>(array)
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>(array)
    val list = ArrayList<Boolean>(array)
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T>ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

fun <T> LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.

The returned set preserves the element iteration order of the original array.

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Open Source Used In DNAC Platform Antelope
Open Source Used In DNAC Platform Antelope

```kotlin
/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements
 * that are contained in both collections use [intersect].
 */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements
 * that are contained in both collections use [intersect].
 */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements
 * that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements
 * that are contained in both collections use [intersect].
 */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

doubleArray
```
return size

} Returns the number of elements in this array.

 */

@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R> Array<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
to current accumulator value and each element.

```kotlin
fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```
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```
an element, the element itself * and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself * and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

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null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Array<T>.max(): T? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.max(): Short? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.max(): Int? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0] if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i] if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun <T, R : Comparable<R>> Array<T>.maxBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public fun CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
samples.collections.Collections.Aggregates.maxBy

*\!/public inline fun <R : Comparable>R>\nLongArray.maxBy(selector: (Long) -> R): Long? {\n    \n    if (isEmpty()) return \n    var maxElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return maxElem \n    var varMaxValue = selector(maxElem) \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      val v = selector(e) \n      if (maxValue < v) {\n        maxValue = e \n        maxElem = e \n      } \n    } \n    return maxElem
  }

  /\n  * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  * @sample
  * samples.collections.Collections.Aggregates.maxBy
  *
  FloatArray.maxBy(selector: (Float) -> R): Float? {\n    \n    if (isEmpty()) return \n    var maxElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return maxElem \n    var varMaxValue = selector(maxElem) \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      val v = selector(e) \n      if (maxValue < v) {\n        maxValue = e \n        maxElem = e \n      } \n    } \n    return maxElem
  }

  /\n  * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  * @sample
  * samples.collections.Collections.Aggregates.maxBy
  *
  DoubleArray.maxBy(selector: (Double) -> R): Double? {\n    \n    if (isEmpty()) return \n    var maxElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return maxElem \n    var varMaxValue = selector(maxElem) \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      val v = selector(e) \n      if (maxValue < v) {\n        maxValue = e \n        maxElem = e \n      } \n    } \n    return maxElem
  }

  /\n  * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  * @sample
  * samples.collections.Collections.Aggregates.maxBy
  *
  BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {\n    \n    if (isEmpty()) return \n    var maxElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return maxElem \n    var varMaxValue = selector(maxElem) \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      val v = selector(e) \n      if (maxValue < v) {\n        maxValue = e \n        maxElem = e \n      } \n    } \n    return maxElem
  }

  /\n  * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  * @sample
  * samples.collections.Collections.Aggregates.maxBy
  *
  CharArray.maxBy(selector: (Char) -> R): Char? {\n    \n    if (isEmpty()) return \n    var maxElem = this[0] \n    val lastIndex = this.lastIndex \n    if (lastIndex == 0) return maxElem \n    var varMaxValue = selector(maxElem) \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      val v = selector(e) \n      if (maxValue < v) {\n        maxValue = e \n        maxElem = e \n      } \n    } \n    return maxElem
  }

  /\n  * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
  * @sample
  * samples.collections.Collections.Aggregates.maxBy
  *
  Array<out T>.maxWith(comparator: Comparator<in T>): T? {\n    \n    if (isEmpty()) return \n    var max = this[0] \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      if (comparator.compare(max, e) < 0) max = e \n    } \n    return max
  }

  /\n  * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
  * @public
  * Array<Byte>.maxWith(comparator: Comparator<in Byte>): Byte? {\n    \n    if (isEmpty()) return \n    var max = this[0] \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      if (comparator.compare(max, e) < 0) max = e \n    } \n    return max
  }

  /\n  * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
  * @public
  * ShortArray.maxWith(comparator: Comparator<in Short>): Short? {\n    \n    if (isEmpty()) return \n    var max = this[0] \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      if (comparator.compare(max, e) < 0) max = e \n    } \n    return max
  }

  /\n  * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
  * @public
  * LongArray.maxWith(comparator: Comparator<in Long>): Long? {\n    \n    if (isEmpty()) return \n    var max = this[0] \n    for (i in 1..lastIndex) {\n      val e = this[i] \n      if (comparator.compare(max, e) < 0) max = e \n    } \n    return max
  }

  /\n  * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
  * @public
  * FloatArray.maxWith(comparator: Comparator<in Float>): Float?
if (isEmpty()) return null
        var max = this[0]
        for (i in 1..lastIndex) {
            val e = this[i]
            if (comparator.compare(max, e) < 0) max = e
        }
        return max
    }
    return null
}

/**
 * Returns the first element having the smallest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
public fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun samples.collections.Collections.Aggregates.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(minValue, e) < 0) minValue = e
    }
    return minValue
}

@SinceKotlin("1.1")
public fun Array<out Double>.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

@SinceKotlin("1.1")
public fun Array<out Long>.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

@SinceKotlin("1.1")
public fun Array<out Int>.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

@SinceKotlin("1.1")
public fun Array<out Short>.min(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

@SinceKotlin("1.1")
public fun Array<out Byte>.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun samples.collections.Collections.Aggregates.minByNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(minValue, e) < 0) minValue = e
    }
    return minValue
}
samples.collections.Collections.Aggregates.minBy

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun <R : Comparable<R>>

ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

ShortArray.minBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
T.minWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or
 * ‘null’ if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
isEmpty(): Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
value and each element.

```kotlin
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

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next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @sample samples.collections.Collections.Aggregates.reduce

*/
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @sample samples.collections.Collections.Aggregates.reduce

*/
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @sample samples.collections.Collections.Aggregates.reduce

*/
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @sample samples.collections.Collections.Aggregates.reduce

*/
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value and each element with its index in the original array.

* @sample samples.collections.Collections.Aggregates.reduce

*/
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* Returns null if the array is empty.

* @sample samples.collections.Collections.Aggregates.reduceOrNull

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* Returns null if the array is empty.

* @sample samples.collections.Collections.Aggregates.reduceOrNull

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")*\@ExperimentalStdlibApi*\public inline fun S, T : S> Array<&gt;T&gt;.reduceOrNull(operation: (acc: S, T) -&gt; S): S? { if (isEmpty()) return null
var accumulator: S = this[0]
for (index in 1..lastIndex) { var accumulator = operation(accumulator, this[index])
} return accumulator
}*\@SinceKotlin("1.3")*\@ExperimentalStdlibApi*\public inline fun S, T : S> Array<&gt;T&gt;.reduceOrNull(operation: (acc: S, T) -&gt; S): S? { if (isEmpty()) return null
var accumulator: S = this[0]
for (index in 1..lastIndex) { var accumulator = operation(accumulator, this[index])
} return accumulator
*
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index <
0) throw UnsupportedOperationException("Empty array can't be reduced.
} } return accumulator
/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
index in the original array and current accumulator value.\n  * @param [operation] function that takes the index of an element, the element itself\n  * and current accumulator value, and calculates the next accumulator value.\n  * @sample samples.collections.Collections.Aggregates.reduceRight\n  */
public inline fun <S, T : S> Array<out
T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var accumulator: S = get(index--)\n    while (index >= 0) {\n        \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight\n    */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight\n    */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight\n    */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight\n    */
public inline fun LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight\n    */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.\n")\n    var \n        \n        }\n        return accumulator\n    }\n\n    @sample samples.collections.Collections.Aggregates.reduceRight
samples.collections.Aggregates.reduceRight

DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double

var index = lastIndex
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean

var index = lastIndex
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char

var index = lastIndex
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte?

var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short?

var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int?

var index = lastIndex
if (index < 0) return null
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRight
 */
public inline fun samples.collections.Aggregates.reduceRight

LongArray.reduceRightOrNull(operation:
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to
each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceRightOrNull(operation: 
    (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to
each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceRightOrNull(operation: 
    (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to
each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceRightOrNull(operation: 
    (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to
each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceRightOrNull(operation: 
    (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with
 * [initial] value.
 * Note that [acc] value passed to [operation] function should not be mutated;
 * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.scan(initial: R, operation: 
    (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with
 * [initial] value.
 * Note that [acc] value passed to [operation] function should not be mutated;
 * otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> ByteArray.scan(initial: R, operation: 
    (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
[operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@io.kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@io.kotlin.internal.InlineOnly
public inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@io.kotlin.internal.InlineOnly
public inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@io.kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@io.kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
run

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>({size + 1}).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>({size + 1}).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>({size + 1}).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>({size + 1}).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>({size + 1}).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

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function that takes the index of an element, current accumulator value and the element itself, and calculates the
next accumulator value. * `n * n * @sample samples.collections.Collections.Aggregates.scan

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R>
 CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    var accumulator = initial;
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
affect the previous value in resulting list. * `n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value. * `n * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <L, T : L> Array<out T>.scanReduce(operation: (acc: L, T) -> L): List<L> {
    var accumulator = this[0];
    val result = ArrayList<L>(size); add(accumulator)
    result.add(accumulator)
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * `n * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun 
 ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    var accumulator = this[0];
    val result = ArrayList<Byte>(size); add(accumulator)
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * `n * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun 
 ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    var accumulator = this[0];
    val result = ArrayList<Short>(size); add(accumulator)
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * `n * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun 
 IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    var accumulator = this[0];
    val result = ArrayList<Int>(size); add(accumulator)
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * `n * @sample samples.collections.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun 
 LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    var accumulator = this[0];
    val result = ArrayList<Long>(size); add(accumulator)
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element and current accumulator value that starts with the first element of this array. * `n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.

Returns a list containing successive accumulation values generated by applying [operation] from left to right on each element and current accumulator value that starts with the first element of this array.
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size)
        result.add(operation(index, accumulator, this[index])
    return result
}
add(accumulator) } for (index in 1 until size) { accumulator = operation(index, accumulator, this[index])
result.add(accumulator) } return result

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulation value that starts with the first element
 * of this array. Requires that the index of an element, current accumulation value and the element itself, and calculates
 * the next accumulation value.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public inline fun BooleanArray.scanReduceIndexed(operation: (Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator) } for (index in 1 until size) { accumulator = operation(index, accumulator, this[index])
result.add(accumulator) } return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulation value that starts with the first element
 * of this array. Requires that the index of an element, current accumulation value and the element itself, and calculates
 * the next accumulation value.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public inline fun CharArray.scanReduceIndexed(operation: (Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator) } for (index in 1 until size) { accumulator = operation(index, accumulator, this[index])
result.add(accumulator) } return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
[selector] function applied to each element in the array.

```kotlin
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

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*second* list contains elements for which [predicate] yielded `false`.

```kotlin
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
public infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```
collection.

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

```kotlin
public infix fun <R>
    FloatArray.zip(other: Array<out R>): List<Pair<Float, R>>
    { return zip(other) { t1, t2 -> t1 to t2 } }
}
```

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

```kotlin
public infix fun <R>
    DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>>
    { return zip(other) { t1, t2 -> t1 to t2 } }
}
```

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

```kotlin
public infix fun <R>
    BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>>
    { return zip(other) { t1, t2 -> t1 to t2 } }
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <T, R, V>
    Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <R, V>
    ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <R, V>
    ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <R, V>
    IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <R, V>
    LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```kotlin
public inline fun <R, V>
    FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V>
    { val size = minOf(size, other.size)
      val list = ArrayList<V>(size)
      for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
      }
      return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

* @sample samples.collections.Iterables.Operations.zipIterable

```kotlin
public infix fun <R>
    CharArray.zip(other: Array<out R>): List<Pair<Char, R>>
    { return zip(other) { t1, t2 -> t1 to t2 } }
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index.
* Using the provided [transform] function applied to each pair of elements.

```
* @sample samples.collections.Iterables.Operations.zipIterable
```
list has length of the shortest collection.

* @sample

samples.collections.Iterables.Operations.zipIterableWithTransform

*/

public inline fun <R, V>

DoubleArray.zip(other: Array<R>, transform: (a: Double, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*/

public inline fun <R, V>

BooleanArray.zip(other: Array<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*/

public inline fun <R, V>

CharArray.zip(other: Array<R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*/

public infix fun <T, R> Array<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R>

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/

public infix fun <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

*/
elements of 'this' array and the [other] collection with the same index
* The returned list has length of the shortest collection.
* @sample samples.collections.Operables.Operations.zipIterableWithTransform

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    var i = 0
    var arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V>
BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    val var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <V> BooleanArray.zipIterableWithTransform(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    val var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> IntArray.zip(other: IntArray, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> LongArray.zip(other: LongArray, transform: (a: Long, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 */
public inline fun <R, V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.

```kotlin
fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
```
Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ",", prefix: CharSequence = "\n", postfix: CharSequence = ",\n", limit: Int = -1, truncated: CharSequence = "...\n", transform: ((Byte) -> CharSequence)? = null): A { 
    var count = 0
    if (++count > 1) return

    var n = *n*
    if (prefix) n = *n*
    if (postfix) n = *n*
    if (limit < 0 || count <= limit) { 
        if (transform != null) return
    } else if (limit >= 0 && count > limit) return

    buffer.copy(n, 0, n, 0, buffer, separator) 

    if (count > 1) buffer.append(separator)
    buffer.append(transform(element))
    } else break

    if (transform != null) buffer.append(transform(element))
    else buffer.append(element.toString())

    buffer.append(separator)
    if (limit < 0 || count <= limit) { 
        if (transform != null) return
    } else if (limit >= 0 && count > limit) buffer.append(truncated)

    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix) 
}
separator, prefix, postfix, limit, truncated, transform).toString().

```kotlin
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix]
 * if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to '...'...').
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().

```
public fun ShortArray.asIterable(): Iterable<Short> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun IntArray.asIterable(): Iterable<Int> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun LongArray.asIterable(): Iterable<Long> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun FloatArray.asIterable(): Iterable<Float> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun DoubleArray.asIterable(): Iterable<Double> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun BooleanArray.asIterable(): Iterable<Boolean> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    public fun CharArray.asIterable(): Iterable<Char> { if (isEmpty()) return emptyList() return
    this.iterator() }\n
    *\n    * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
    */

    @kotlin.jvm.JvmName("averageOfByte")
    public fun Array<out Byte>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfShort")
    public fun Array<out Short>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfInt")
    public fun Array<out Int>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfLong")
    public fun Array<out Long>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfFloat")
    public fun Array<out Float>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfDouble")
    public fun Array<out Double>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfBoolean")
    public fun Array<out Boolean>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }\n
    @kotlin.jvm.JvmName("averageOfChar")
    public fun Array<out Char>.average(): Double { var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return
    if (count == 0) Double.NaN else sum / count
    }

    // Other methods for arithmetic operations on arrays...
if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Int = 0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Long = 0L
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Float = 0.0f
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
sum of all elements in the array. */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.randomOrNull(): Int? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.randomOrNull(): Long? {
    if (isEmpty())
        return null
    return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.randomOrNull(): Char? {
    if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntRange.contains(element: Int): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public fun IntRange.contains(random: Random): Boolean {
    try {
        return contains(random.nextInt(this))
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun IntRange.containsOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return contains(random.nextInt(this))
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongRange.contains(element: Long): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public fun LongRange.contains(random: Random): Boolean {
    try {
        return contains(random.nextLong(this))
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun LongRange.containsOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return contains(random.nextLong(this))
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharRange.contains(element: Char): Boolean {
    return contains(element)
}

@SinceKotlin("1.3")
public fun CharRange.contains(random: Random): Boolean {
    try {
        return contains(random.nextInt(first.toInt(), last.toInt() + 1).toChar())
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun CharRange.containsOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return contains(random.nextInt(first.toInt(), last.toInt() + 1).toChar())
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntRange.containsOrEqual(element: Int): Boolean {
    return containsOrEqual(element)
}

@SinceKotlin("1.3")
public fun IntRange.containsOrEqual(random: Random): Boolean {
    try {
        return containsOrEqual(random.nextInt(this))
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun IntRange.containsOrEqualOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return containsOrEqual(random.nextInt(this))
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongRange.containsOrEqual(element: Long): Boolean {
    return containsOrEqual(element)
}

@SinceKotlin("1.3")
public fun LongRange.containsOrEqual(random: Random): Boolean {
    try {
        return containsOrEqual(random.nextLong(this))
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun LongRange.containsOrEqualOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return containsOrEqual(random.nextLong(this))
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharRange.containsOrEqual(element: Char): Boolean {
    return containsOrEqual(element)
}

@SinceKotlin("1.3")
public fun CharRange.containsOrEqual(random: Random): Boolean {
    try {
        return containsOrEqual(random.nextInt(first.toInt(), last.toInt() + 1).toChar())
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@SinceKotlin("1.3")
public fun CharRange.containsOrEqualOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return containsOrEqual(random.nextInt(first.toInt(), last.toInt() + 1).toChar())
}
IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)  // Returns 'true' if this range contains the specified [element] and 'false' if the [element] is 'null'.
}

/**
 * Returns `true` if this range contains the specified [element]. Always returns 'false' if the [element] is 'null'.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified [element]. Always returns 'false' if the [element] is 'null'.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return contains(value.toByte())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified [value] belongs to this range. Always returns 'false' if the specified [value] is 'null'.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}
and is going to be removed.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Double>.contains(value: Short): Boolean {\n    return contains(value.toDouble())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Float>.contains(value: Short): Boolean {\n    return contains(value.toFloat())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Short): Boolean {\n    return contains(value.toInt())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Char>.contains(value: Short): Boolean {\n    return contains(value)\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Short): Boolean {\n    return contains(value.toInt())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Short): Boolean {\n    return contains(value.toLong())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Int): Boolean {\n    return contains(value.toInt())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Char>.contains(value: Int): Boolean {\n    return contains(value)\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Int): Boolean {\n    return contains(value)\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Long>.contains(value: Int): Boolean {\n    return contains(value.toLong())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Byte>.contains(value: Long): Boolean {\n    return contains(value.toLong())\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Char>.contains(value: Long): Boolean {\n    return contains(value)\n}\n
/**
 * Checks if the specified \[value\] belongs to this range.\n}@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun
ClosedRange<Int>.contains(value: Long): Boolean {\n    return contains(value)\n}
* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Char.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Fun.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Double.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toDouble(), to.toDouble(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Float.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toFloat(), to.toFloat(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Fun.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toDouble(), to.toDouble(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Double.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toDouble(), to.toDouble(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Float.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toFloat(), to.toFloat(), -1)
}
```

* If the [to] value is greater than `this` value the returned progression is empty.

```kotlin
public infix fun Fun.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toDouble(), to.toDouble(), -1)
}
```
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```kotlin
Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())
        this.toShort() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong())
        this.toShort() else null
}

internal fun Double.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble())
        this.toShort() else null
}

internal fun Float.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat())
        this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this..(to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this..(to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt()..(to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt()..(to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Char.until(to: Char): CharRange {
    return CharRange.EMPTY if (to <= '\u0000')
        return CharRange(return this..(to - 1).toChar())
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this..(to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this..(to - 1).toLong()
}
```

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1) toLong() Returns a range from this value up to but excluding the specified [to] value. If the [to] value is less than or equal to 'this' value, then the returned range is empty. 

public infix fun Byte.until(to: Short): IntRange {
    return this.toInt(). until(to.toInt() - 1)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value. If the [to] value is less than or equal to 'this' value, then the returned range is empty. 

 * @sample samples.comparisons.ComparableOps.coerceAtLeastComparable *\n * @sample samples.comparisons.ComparableOps.coerceAtMostComparable
 */
public fun Byte.coerceAtLeast(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue]. If the [maximumValue] is less than or equal to the [maximumValue] or the [maximumValue] otherwise.

 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
the [maximumValue] otherwise.

```kotlin
public fun Long.coerceAtMost(maximumValue: Long): Long { return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null && maximumValue !== null) {
        if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return maximumValue
    }
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int { return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long { return if (this > maximumValue) maximumValue else this
}
```

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is less than \([minimumValue]\), or \([maximumValue]\) if this value is greater than \([maximumValue]\).

```java
public fun Float.coerceIn(minimumValue: Float,
maximumValue: Float): Float {
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal
constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val
```
MIN_VALUE: UByte = UByte(0)
/**
 * A constant holding the maximum value an instance of UByte can
 * have.
 */
public const val MAX_VALUE: UByte = UByte(-1)
/**
 * The number of bytes used to represent an instance of UByte in a binary
 * form.
 */
public const val SIZE_BYTES: Int = 1
/**
 * The number of bits used to represent an instance of UByte in a binary
 * form.
 */
public const val SIZE_BITS: Int = 8

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's
 * less than other, or a positive number if it's greater than other.
 */
public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's
 * less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's
 * less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's
 * less than other, or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

/** Adds the other value to this value.
 */
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

/** Adds the other value to this value.
 */
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

/** Adds the other value to this value.
 */
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

/** Adds the other value to this value.
 */
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

/** Subtracts the other value from this value.
 */
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

/** Subtracts the other value from this value.
 */
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

/** Subtracts the other value from this value.
 */
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

/** Subtracts the other value from this value.
 */
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

/** Multiplies this value by the other value.
 */
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

/** Multiplies this value by the other value.
 */
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

/** Multiplies this value by the other value.
 */
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

/** Multiplies this value by the other value.
 */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

/** Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value.
 */
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
binary representation as this `Byte` value."
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toUByte(): UByte = UByte\(this\)\n/**\n* Converts this [Short] value to [UByte].\n*\n* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n* the same numerical value as this `Short` value.\n*\n* The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun Short.toUByte(): UByte = UByte\(this\)\n/**\n* Converts this [Int] value to [UByte].\n*\n* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n* the same numerical value as this `Int` value.\n*\n* The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.\n*\n* The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npackage kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.\n         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.\n         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.\n         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.\n         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it’s less than other,\n     * or a positive number if it’s greater than other.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = uintCompare\(this.data, other.data\)

    /**
     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it’s less than other,\n     * or a positive number if it’s greater than other.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this\(\)\n
    /** Adds the other value to this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus\(other: UByte\): UInt = this\(\)\n
    /** Adds the other value to this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus\(other: UShort\): UInt = this\(\)\n
    /** Adds the other value to this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus\(other: UInt\): UInt = this\(\)\n
    /** Adds the other value to this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus\(other: ULong\): UInt = this\(\)\n
    /** Subtracts the other value from this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus\(other: UByte\): UInt = this\(\)\n
    /** Subtracts the other value from this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus\(other: UShort\): UInt = this\(\)\n
    /** Subtracts the other value from this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus\(other: UInt\): UInt = this\(\)\n
    /** Subtracts the other value from this value.\n     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus\(other: ULong\): UInt = this\(\)\n
   ယောက်သညှိသည်။
this.minus(other.toUInt()) /* Precedes the other value from this value. */
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.minus(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.times(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = uintDivide(this, other)
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.div(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UInt = UInt(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UInt = UInt(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)

    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): UInt = UInt(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): UInt = UInt(data ushr bitCount)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UInt): UInt = UInt(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UInt): UInt = UInt(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UInt = UInt(data.inv())

    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [UInt] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
*\n    * The resulting `Int` value has the same binary representation as this `UInt` value.
*\n    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data
    /**
     * Converts this [UInt] value to [Long].
     * The resulting `Long` value represents the same numerical value as this `UInt`
     * whereas the least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value.
     */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF
    /**
     * Converts this [UInt] value to [UByte].
     * The resulting `UByte` value represents the least significant 8 bits of this `UInt`
     * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /**
     * Converts this [UInt] value to [UShort].
     * The resulting `UShort` value represents the least significant 16 bits of this `UInt` value.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = this
    /**
     * Converts this [UInt] value to [ULong].
     * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value.
     * whereas the most significant 32 bits are filled with zeros.
     */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF)
    /**
     * Converts this [UInt] value to [Float].
     * The fractional part, if any, is rounded down towards zero.
     * Returns zero if this `Float` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toDouble().toFloat()
    /**
     * Converts this [UInt] value to [Double].
     * The fractional part, if any, is rounded down towards zero.
     * Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = uintToDouble(data)

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Byte.toUInt(): UInt = UInt(this.toInt())
    /**
     * Converts this [Short] value to [UInt].
     * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Short.toUInt(): UInt = UInt(this.toInt())
    /**
     * Converts this [Int] value to [UInt].
     * The resulting `UInt` value has the same binary representation as this `Int` value.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Int.toUInt(): UInt = UInt(this)
    /**
     * Converts this [Long] value to [UInt].
     * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value as this `Long` value.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Long.toUInt(): UInt = UInt(this.toLong())

    public override fun toString(): String = toLong().toString()
A constant holding the minimum value an instance of UShort can have.

A constant holding the maximum value an instance of UShort can have.

The number of bytes used to represent an instance of UShort in a binary form.

The number of bits used to represent an instance of UShort in a binary form.

A constant holding the minimum value an instance of UShort can have.

A constant holding the maximum value an instance of UShort can have.

The number of bytes used to represent an instance of UShort in a binary form.

The number of bits used to represent an instance of UShort in a binary form.

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A constant holding the minimum value an instance of UShort can have.

A constant holding the maximum value an instance of UShort can have.

The number of bytes used to represent an instance of UShort in a binary form.

The number of bits used to represent an instance of UShort in a binary form.
public inline operator fun div(other: UShort): Uint = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */

    public inline operator fun div(other: UInt): Uint = this.toUInt().div(other)

    /** Divides this value by the other value. */

    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

    /** Calculates the remainder of dividing this value by the other value. */

    public inline operator fun rem(other: UByte): UByte = data.toByte()

    /** Calculates the remainder of dividing this value by the other value. */

    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */

    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */

    fun toInt(): Int = data.toInt() and 0xFFFF

    /** Converts this [UShort] value to [Int]. */

    fun toUByte(): UByte = data.toUByte()

    /** Converts this value to [UByte]. */

    fun toUShort(): UShort = data

    /** Converts this value to [UShort]. */

    fun toUByte(): UByte = this.toUInt().rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */

    fun toUByte(): UByte = data.toUByte()

    /** Calculates the remainder of dividing this value by the other value. */

    fun toUByte(): UByte = data.toUByte()

    /** Calculates the remainder of dividing this value by the other value. */

    fun toUByte(): UByte = data.toUByte()

    /** Calculates the remainder of dividing this value by the other value. */

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    fun toUByte(): UByte = data.toUByte()

    /** Calculates the remainder of dividing this value by the other value. */

    fun toUByte(): UByte = data.toUByte()

    /** Calculates the remainder of dividing this value by the other value. */

    fun toUByte(): UByte = data.toUByte()
most significant 48 bits are filled with zeros.

```kotlin
/**
 * Converts this [UShort] value to [Float].
 *
 * The resulting `Float` value represents the same numerical value as this `UShort`.
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()
```

```kotlin
/**
 * Converts this [UShort] value to [Double].
 *
 * The resulting `Double` value represents the same numerical value as this `UShort`.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
```

```kotlin
/**
 * Converts this [Byte] value to [UShort].
 *
 * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte`.
 * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value.
 * whereas the most significant 8 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
```

```kotlin
/**
 * Converts this [Short] value to [UShort].
 *
 * If this value is positive, the resulting `UShort` value represents the same binary representation as this `Short`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
```

```kotlin
/**
 * Converts this [Int] value to [UShort].
 *
 * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Int`.
 * The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUShort(): UShort = UShort(this.toShort())
```

```kotlin
/**
 * Converts this [Long] value to [UShort].
 *
 * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Long`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUShort(): UShort = UShort(this.toShort())
```

```

```
override fun toString(): String = "$first..$last"

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)

    }

    /** An empty range of values of type Long. */
    public val EMPTY: LongRange = LongRange(1, 0)

    class CollectionsKt

import kotlin.collections

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = 0
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*>
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> emptyList(vararg elements: T): List<T> = if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null.
 */
@SinceKotlin("1.1")
public fun <T> list(): List<T> = ArrayList()
returned list is serializable (JVM).

* @sample samples.collections.Collections.Lists.listOfNotNull

@public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).

* @sample samples.collections.Collections.Lists.listOfNotNull

@fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull().toList()

Creates a new read-only list with the specified [size], where each element is calculated by calling the specified [init] function. The function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index. The function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index. The function [init] is called for each list element sequentially starting from the first one. It should return the value for a list element given its index.

* @sample samples.collections.Collections.Lists.readOnlyListFromInitializer

@fun <T : Any> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

* @sample samples.collections.builders.CollectionsBuilders.listBuilder

@fun <T> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return ArrayList<E>().apply(builderAction)
}

* @sample samples.collections.builders.CollectionsBuilders.listBuilder

@fun <T> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    checkBuilderCapacity(capacity)
    return ArrayList<E>(capacity).apply(builderAction)
}

* @sample samples.collections.Collections.Collections.indicesOfCollection

@collection<*>.indices: IntRange
    get() = 0..size - 1

* @sample samples.collections.Collections.Collections.listFiles

@collection<*>.lastIndex: Int
    get() = this.size - 1

* @sample samples.collections.Collections.Collections.isNotEmpty

@kotlin.internal.InlineOnly
@fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

* @sample samples.collections.Collections.Collections.isEmpty

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()
/**
 * Checks if all elements in the specified collection are contained in this collection.
 * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.
 * @param elements The collection to check for containment.
 * @return true if all elements are contained, false otherwise.
 * @since 1.3
 */
public inline fun <E, R> Collection<E>.containsAll(elements: Collection<R>): Boolean {
    return this.forEach { element ->
        if (element !in this)
            return false
    }
    return true
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @param index The index of the element to find.
 * @param start The starting index of the range to search.
 * @param end The ending index of the range to search.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point (`-insertion point - 1`).
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T : Comparable<T>> List<T>.binarySearch(element: T, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val cmp = comparator.compare(mid, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1) // key not found
}

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function
 * equal to the provided [key] using the binary search algorithm.
 * otherwise the result is undefined.
 * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @param selector The selector function.
 * @param key The key to find.
 * @return the index of the element with the specified [key], if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point (`-insertion point - 1`).
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].
 */
public inline fun <T, K : Comparable<K>> List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?){
    return binarySearch(fromIndex, toIndex) { selector(it) == key }
}
fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K) Int =\n// binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) }\n\n// Searches this list or its range for an element for which the
given [comparison] function returns zero using the binary search algorithm.\n*\n* The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements; i.e. negative values come before zero and zeroes come before positive values.\n*\n* Otherwise, the result is undefined.\n*\n* If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n*\n* @param comparison function that returns zero when called on the list element being searched.\n*\n* On the elements coming before the target element, the function must return negative values;\n* on the elements coming after the target element, the function must return positive values.\n*\n* @return the index of the found element, if it is contained in the list within the specified range;\n* otherwise, the inverted insertion point '(insertion point - \n* 1)'.\n*\n* The insertion point is defined as the index at which the element should be inserted;\n* so that the list (or the specified subrange of list) still remains sorted.\n*\n* @param sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n*\n
fromIndex: Int = 0, toIndex: Int = size, comparator: (T) -> Int) Int =
//\n//\n\n/**\n * Searches this list or its range for an element for which the\ngiven [comparison] function returns zero using the binary search algorithm.\n *\n * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements;\n * i.e. negative values come before zero and zeroes come before positive values.\n * Otherwise, the result is undefined.\n *\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point '(insertion point - 1)'.\n *\n * The insertion point is defined as the index at which the element should be inserted; so that the list (or the specified subrange of list) still remains sorted.\n *\n * @param comparison function that returns zero when called on the list element being searched.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point '(insertion point - 1)'.\n *\n * The insertion point is defined as the index at which the element should be inserted; so that the list (or the specified subrange of list) still remains sorted.\n *\n * @param sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n *\n
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparator: (T) -> Int) Int =
//\n//\n\n/**\n * Searches this list or its range for an element for which the\ngiven [comparison] function returns zero using the binary search algorithm.\n *\n * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements;\n * i.e. negative values come before zero and zeroes come before positive values.\n * Otherwise, the result is undefined.\n *\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point '(insertion point - 1)'.\n *\n * The insertion point is defined as the index at which the element should be inserted; so that the list (or the specified subrange of list) still remains sorted.\n *\n * @param comparison function that returns zero when called on the list element being searched.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point '(insertion point - 1)'.\n *\n * The insertion point is defined as the index at which the element should be inserted; so that the list (or the specified subrange of list) still remains sorted.\n *\n * @param sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n *\n
private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true

    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun containsKeyOrValue(key: Any?): Boolean = false
    override fun containsKeyOrValue(value: Nothing): Boolean = false
    override fun containsKey(key: Any?, value: Nothing): Boolean = false
    override fun containsValue(key: Nothing?, value: Any?): Boolean = false
    override fun containsValue(key: Nothing?, value: Nothing): Boolean = false

    override fun get(key: Any?): Nothing? = null
    override fun get(key: Any?): Nothing? = null
    override fun get(key: Nothing?): Nothing? = null


    override fun remove(key: Any?): Nothing? = null
    override fun remove(key: Nothing?): Nothing? = null


    override fun putAll(map: Map<Any?, Nothing>): Nothing? = null
    override fun putAll(map: Map<Any?, Nothing>): Nothing? = null

    override fun keySet(): Set<Any> = EmptySet
    override fun keySet(): Set<Nothing> = EmptySet

    override fun values(): Collection<Nothing> = EmptyList

    private fun readResolve(): Any = EmptyMap
}

/**\n * Returns an empty read-only map of specified type.\n *\n * The returned map is serializable (JVM).\n *\n * @param other Any other Map\n *\n * @return an empty read-only map of specified type that is\n * serializable (JVM).\n *\n * @throws IllegalArgumentException if the specified\n * type is not the Map\n *\n * @throws UnsupportedOperationException if the implementation\n * does not support the\n *\n * @since 1.3\n */

fun <K, V> emptyMap(): Map<K, V> = EmptyMap
emptyMap()\n/**\n * Returns an empty read-only map.\n * The returned map is serializable (JVM).\n */
@sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n
/**\n * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n */
@sample samples.collections.Maps.Instantiation.mutableMap\n
/**\n * Returns an empty new [HashMap].\n */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**\n * Returns a new [HashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n */
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = hashMapOf(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**\n * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs.\n * The map passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * Entries of the map are iterated in the order they were added by the [builderAction].\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> buildMap(<caret>builderAction: @BuilderInference MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract { callsInPlace(<caret>builderAction, InvocationKind.EXACTLY_ONCE) }\n    return LinkedHashMap<K, V>().apply(<caret>builderAction)
}

/**\n * Calculates the initial capacity of a map.\n */
@PublishedApi\ninternal expect fun mapCapacity(expectedSize: Int): Int

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@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal expect fun

checkBuilderCapacity(capacity: Int): Boolean * Returns `true` if this map is not empty. * @sample samples.collections.Maps_USAGE.mapIsNotEmpty

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal inline fun

Map<out K, V>.isNotEmpty(): Boolean = !isEmpty() * Returns `true` if this map is not empty. * @sample samples.collections.Maps_USAGE.mapIsNotEmpty

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal inline fun

Map<out K, V>.isNullOrEmpty(): Boolean {
    return this == null || !isEmpty()
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal inline fun

Map<out K, V>.orElse(defaultValue: () -> R): R where M : Map<k, v>, M : R = R {
    if (isNullOrEmpty())
        return defaultValue() else this
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal inline fun

Map<out K, V>.contains(key: K): Boolean = containsKey(key)

@kotlin.internal.InlineOnly
```kotlin
internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    return when {
        value != null -> value
        else -> defaultValue()
    }
}

/**
 * Returns the value for the given [key] or throws an exception if there is no such key in the map.
 * If the map was created by [withDefault], resorts to its `defaultValue` function instead of throwing an exception.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns the value for the given key. If the key is not found in the map, calls the [defaultValue] function.
 * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.
 */
@sample collections.Maps.Usage.getOrPut
    return if (value != null) {
        put(key, answer)
        answer
    } else {
        getOrImplicitDefault(key)
    }
}

/**
 * Returns an [Iterator] over the entries in the [Map].
 */
@kotlin.internal.InlineOnly

/**
 * Returns a [MutableIterator] over the mutable entries in the [Map].
 */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}
```

---

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*/
public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
    var result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a map containing all key-value pairs matching  *
 * the given [predicate] parameter.
 */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
    var result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.value)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs matching  *
 * the given [predicate] parameter.
 */
public inline fun <K, V> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {
    var result = destination
    for (entry in this) {
        if (predicate(entry)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs from the  *
 * given collection of pairs.
 */
    return filterTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a new map containing all key-value pairs from the  *
 * given sequence of pairs.
 */
public inline fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()

/**
 * Populates and returns the [destination] mutable map with  *
 * key-value pairs from the given sequence of pairs.
 */
    destination.apply { putAll(this@toMap) }

/**
 * Returns a new map containing all key-value pairs from the  *
 * original map.
 */
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMap()
    else -> toMutableMap()
}

/**
 * Returns a new map containing all key-value pairs from the  *
 * given array of pairs.
 */
public fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size))).optimizeReadOnlyMap()
}

/**
 * Populates and returns the [destination] mutable map with  *
 * key-value pairs from the given array of pairs.
 */
    destination.apply { putAll(this@toMap) }

/**
 * Returns a new read-only map containing all key-value pairs  *
 * from the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMap()
    else -> toMutableMap()
}
new mutable map containing all key-value pairs from the original map. The returned map preserves the entry iteration order of the original map.

* @SinceKotlin("1.1")
**public fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)
**
* Populates and returns the [destination] mutable map with key-value pairs from the given map.

* @SinceKotlin("1.1")
* The returned map preserves the entry iteration order of the original map.

* Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.

* @SinceKotlin("1.1")
* If (this.isEmpty()) returns a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].

* The returned map preserves the entry iteration order of the original map.

* Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.

* The returned map preserves the entry iteration order of the original map. Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.

* Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].

* Appends or replaces all entries from the given collection of [pairs] in this mutable map.

* Returns a map containing all entries of the original map except the entry with the given [key].

* The returned map preserves the entry iteration order of the original map.

* Returns a map containing all entries of the original map except those entries

* the keys of which are contained in the given [keys] collection.

* The returned map preserves the entry iteration order of the original map.

* Returns a map containing all entries of the original map except those entries

* the keys of which are contained in the given [keys] collection.

* The returned map preserves the entry iteration order of the original map.

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* The returned map preserves the entry iteration order of the original map.

* Returns a map containing all entries of the original map except those entries

* the keys of which are contained in the given [keys] collection.

* The returned map preserves the entry iteration order of the original map.
```kotlin
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1.")
public fun <K, V> Map<K, V> remove(keys: Sequence<K>): Map<K, V> =
    this.toMutableMap().apply {
        minusAssign(keys)
    }.optimizeReadOnlyMap()

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <K, V> MutableMap<K, V>.removeAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <K, V> MutableMap<K, V>.removeAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}

@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.toSingletonMapOrSelf() = when (size) {
    0 -> emptyMap()
    else -> this
}
```

```kotlin
import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 340660374387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "["]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty new [HashSet].
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> = HashSet()

/** Returns a new [HashSet] with the given elements. */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [LinkedHashSet].
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()
```

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 340660374387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "["]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/** Returns an empty new [HashSet].
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> = HashSet()

/** Returns a new [HashSet] with the given elements. */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [LinkedHashSet].
 */
@SinceKotlin("1.1.")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()
```
protected open fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Returns a new [LinkedHashSet] with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.linkedHashSet
 */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and
 * returning a read-only set with the same elements.
 * The set passed as a receiver to the [builderAction] is valid only inside that function.
 * Using it outside of the function produces an unspecified behavior.
 * Elements of the set are iterated in the order they were added by the [builderAction].
 * The set passed as a receiver to the [builderAction] is valid only inside that function.
 * Using it outside of the function produces an unspecified behavior.
 * @throws IllegalArgumentException if the given [capacity] is negative.
 * @sample samples.collections.Builders.Sets.buildSetSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return
    LinkedHashSet<E>().apply(builderAction)
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet]
 * and returning a read-only set with the same elements.
 * Elements of the set are iterated in the order they were added by the [builderAction].
 * @throws IllegalArgumentException if the given [capacity] is negative.
 * @sample samples.collections.Builders.Sets.buildSetSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    checkBuilderCapacity(capacity)
    return
    LinkedHashSet<E>(mapCapacity(capacity)).apply(builderAction)
}

/** Returns this Set if it's not `null` and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 ->
        setOf(iterator().next())
    else -> this
}

Open Source Used In DNAC Platform Antelope 7965
```kotlin
fun parseHexOrDecimalOrOctal(num: String): Long? {
    // Possible leading sign
    if (num.length == 1) return null // non-digit (possible sign) only, no digits after
    var length = num.length
    length = if (firstChar < '0') { // Possible leading sign
        length == 1 // non-digit (possible sign) only, no digits after
        return null
    } else { // if (firstChar == '+' or '-' or '0')
        var start = 0
        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    val limitForMaxRadix = (-Long.MAX_VALUE) / 36
    var limitBeforeMul = limitForMaxRadix * val limitBeforeMul = limitForMaxRadix * var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / radix
                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= radix
        if (result < limit + digit) return null
        result -= digit
    }
    return if (isNegative) result else -result
}

/**
 * Parses the string as a Long number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 * * @throws NumberFormatException when pl type \"Invalid number format: \"input\"\" is not a valid representation of a number.
 * * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * * @since Kotlin(\"1.1\")\n */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)
package kotlin

@PublishedApi
fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi

@PublishedApi
fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) {
            ULong(0)
        } else {
            ULong(v1 + v2)
        }
    }
    if (divisor >= 2^63) {
        return if (v1 < v2) {
            ULong(dividend / divisor)
        } else {
            ULong(dividend % divisor)
        }
    }
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return if (isIntegerResult) result else -(quotient ushr 1) + remainder
}

@PublishedApi
fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()
@PublishedApi
fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) {
            ULong(0)
        } else {
            ULong(v1 + v2)
        }
    }
    if (divisor >= 2^63) {
        return if (v1 < v2) {
            ULong(dividend / divisor)
        } else {
            ULong(dividend % divisor)
        }
    }
    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return if (isIntegerResult) result else -(quotient ushr 1) + remainder
}
```

/ divisor) shl 1 \n val rem = dividend - quotient * divisor\n return ULong(rem - if (ULong(rem) >= ULong.MAX_VALUE) toDouble() - ULong.MAX_VALUE) \n v >= ULong.MAX_VALUE.toDouble() - ULong.MAX_VALUE \n v <= Int.MAX_VALUE.toDouble() toInt(), toInt() \n else -> (v - Int.MAX_VALUE).toInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v < ULong.MAX_VALUE\n)\n@PublishedApi\ninternal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() ->(UInt.MIN_VALUE\n    v < Long.MAX_VALUE.toDouble() -> v.toLong().toUInt()\n    // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.\n    else -> (v - 9223372036854775808.0).toLong().toUInt() + Int.MAX_VALUE\n    // Int.MAX_VALUE + 1 < v < ULong.MAX_VALUE\n)\n@PublishedApi\ninternal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE\n    v < ULong.MAX_VALUE.toDouble() -> v.toULong()\n    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808UL\n    // Long.MAX_VALUE + 1 < v < ULong.MAX_VALUE\n)\n@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2\n@PublishedApi\ninternal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)\ninternal fun ulongToString(v: Long): String = ulongToString(v, 10)\ninternal fun ulongToString(v: Long, base: Int): String {
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)\n}"
ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the
 * [Iterator] provided by that function. The values are evaluated lazily, and the sequence is potentially
 * infinite.
 */
@sample samples.collections.Sequences.Building.sequenceFromIterator

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the
 * [Iterator] provided by that function. The values are evaluated lazily, and the sequence is potentially
 * infinite.
 */
@sample samples.collections.Sequences.Building.sequenceFromIterator

iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 */
@sample samples.collections.Sequences.Building.sequenceOfValues

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>,

/**
 * Creates a sequence that iterates through the elements either of
 * this sequence
 * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 */
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator = this@ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/**
 * Returns a sequence of all elements from all sequences in this sequence.
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

/**
 * Returns a sequence of all
 * elements from all iterables in this sequence.
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>):
    Sequence<R> {
        if (this is TransformingSequence<*, *>).
            return (this as TransformingSequence<*,
        T>).flatten(iterator)
    return FlatteningSequence(this, { it }, iterator)
}

/**
 * Returns a pair of lists,
 * where
 * *first* list is built from the first values of each pair from this sequence,
 * *second* list is built from the second values of each pair from this sequence.
 */
public fun <T, R> Sequence<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>()
    val listR = ArrayList<R>()
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

internal class

/**
 * A sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}

/**
 * Returns a sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}

/**
 * Returns a sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}

/**
 * Returns a sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}

/**
 * Returns a sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}

/**
 * Returns a sequence that returns the values from the underlying [sequence] that either match or do not
 * match the specified [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    if (this is TransformingSequence<*, *>).
    return this as TransformingSequence<*,
}
return
            if (dropState == -1)
                return done
            dropState = 1
        }

        @Suppress("UNCHECKED_CAST")
        if (dropState == 1)
            iterator.

        dropState = 0
    }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }

    internal

    class DistinctSequence<T, K>(private val source: Sequence<T>,
    private val keySelector: (T) -> K) : Sequence<T> {
        override fun iterator(): Iterator<T> =
            DistinctIterator(source.iterator(), keySelector)
    }

    private class DistinctIterator<T, K>(private val source:
        Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {
        private val observed =
            HashSet<K>()

        override fun computeNext() {
            while (source.hasNext()) {
                val next =
                    source.next()
                val key = keySelector(next)

                if (observed.add(key)) {
                    setNext(next)
                    return
                }
            }

            done()
        }

        override fun hasNext(): Boolean {
            return !skip && (!observed.contains(nextItem) && nextItem != null)
        }
    }

    private class GeneratorSequence<T : Any>(private val
        getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {
        override fun iterator(): Iterator<T> =
            object : Iterator<T> {
                var nextItem: T? = null
                var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

                private fun calcNext() {
                    nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
                    nextState = if (nextState == 0) 0 else
                        if (nextState == -1) return
                    return
                }

                override fun next(): T {
                    if (nextState < 0)
                        calcNext()

                    if (nextState == 0)
                        throw NoSuchElementException()
                    val result = nextItem as T
                    // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
                    nextState = -1
                    return result
                }

                override fun hasNext(): Boolean {
                    if (nextState < 0)
                        calcNext()
                    return nextState == 1
                }
            }
    }

    /**
     * Returns a wrapper sequence that provides
     * values of this sequence, but ensures it can be iterated only one time.
     * The operation is _intermediate_ and _stateless_.
     * * @throws IllegalStateException on iterating the returned sequence from the second time.
     * * @throws NoSuchElementException on iterating the returned sequence from the second time.
     * * @see kotlin.sequences.sequence
     * * @sample samples.collections.Sequences.Building.generateSequence
     */
    public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
        return this as?
        ConstrainedOnceSequence<T> ?: ConstrainedOnceSequenceImpl(this)
    }

    /**
     * Returns a sequence which
     * invokes the function to calculate the next value on each iteration until it returns `null`.
     * If the sequence produces values until it encounters first `null` value.
     * The sequence can be iterated multiple times, each time
     * starting with [seed].
     * * @see kotlin.sequences.sequence
     * * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
     */
    public fun <T : Any>
        generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
            GeneratorSequence(seed, nextFunction)

    /**
     * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,
     * and the function [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
     * The sequence produces values until it encounters first `null` value.
     * The sequence can be iterated multiple times, each time
     * starting with [seed].
     * * @see kotlin.sequences.sequence
     * * @Sample
     */
    public fun <T : Any>
        generateSequenceWithSeed(
            seedFunction: () -> T?,
            nextFunction: (T) -> T?): Sequence<T> =
            GeneratorSequence(seedFunction, nextFunction)

    /*
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     * Use of this source code is governed by the Apache 2.0 license that can be
     * found in the license/LICENSE.txt file.
     */

package kotlin

import kotlin.contracts.contract

/**
 * Throws an \[IllegalArgumentException\] if the \[value\] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement.\" }
}

/**
 * Throws an \[IllegalArgumentException\] with the result of calling
 * \[lazyMessage\] if the \[value\] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an \[IllegalArgumentException\] if the \[value\] is null. Otherwise \[returns\] the not null value.
 * @sample samples.misc.Preconditions.failNotNullWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null.\" }
}

/**
 * Throws an \[IllegalArgumentException\] with the result of calling \[lazyMessage\] if the \[value\] is null. Otherwise \[returns\] the not null value.
 * @sample samples.misc.Preconditions.failNotNullWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an \[IllegalStateException\] if the \[value\] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed.\" }
}

/**
 * Throws an \[IllegalStateException\] with the result of calling \[lazyMessage\] if the \[value\] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an \[IllegalStateException\] if the \[value\] is null. Otherwise \[returns\] the not null value.
 * @sample samples.misc.Preconditions.failCheckNotNullWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return checkNotNull(value) { "Required value was null.\" }
}

/**
 * Throws an \[IllegalStateException\] with the result of calling \[lazyMessage\] if the \[value\] is null. Otherwise \[returns\] the not null value.
 * @sample samples.misc.Preconditions.failCheckNotNullWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an \[IllegalStateException\] with the given \[message\].
 * @sample samples.misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given \[index\] or throws an \[IndexOutOfBoundsException\] if the \[index\] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\") }
}

/**
 * Returns an element at the given \[index\] or throws an \[IndexOutOfBoundsException\] if the \[index\] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\") }
}
[index] or throws a [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\})
}
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\})
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\})
}
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size\})
}
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
```
elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayDeepEquals\")*
    *public actual infix fun \(<T> Array<out T> .contentDeepEquals\(other: Array<out T\>): Boolean { definedExternally\n        \n        * Returns a hash code based on the contents of this array as if it is a [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayDeepHashCode\")*
    *public actual fun \(<T> Array<out T>.contentDeepHashCode\(): Int { definedExternally\n        \n        * Returns a string representation of the contents of this array as if it is a [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level that reference is rendered as \"[...\"] to prevent recursion.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayDeepToString\")*
    *public actual fun \(<T> Array<out T>.contentDeepToString\(): String { definedExternally\n        \n        * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> Array<out T>.contentEquals\(other: Array<out T\>): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> ByteArray.contentEquals\(other: ByteArray\): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> ShortArray.contentEquals\(other: ShortArray\): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> IntArray.contentEquals\(other: IntArray\): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> LongArray.contentEquals\(other: LongArray\): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

    *\@SinceKotlin(\"1.1\")*\n    *\@library(\"arrayEquals\")*
    *public actual infix fun \(<T> FloatArray.contentEquals\(other: FloatArray\): Boolean { definedExternally\n        \n        * Returns `true` if the two specified arrays are equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n
- `@SinceKotlin("1.1")`\n  `@library("arrayEquals")`\n  `public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {\n    definedExternally\n    \n    * Returns ‘true’ if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayEquals")`\n  `public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {\n    definedExternally\n    \n    * Returns ‘true’ if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayEquals")`\n  `public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun <T> Array<out T>.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun ByteArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun ShortArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun IntArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun LongArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun FloatArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun DoubleArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun BooleanArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayHashCode")`\n  `public actual fun CharArray.contentHashCode(): Int {\n    definedExternally\n    \n    * Returns a hash code based on the contents of this array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun <T> Array<out T>.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun ByteArray.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun ShortArray.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun IntArray.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun LongArray.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }

- `@SinceKotlin("1.1")`\n  `@library("arrayToString")`\n  `public actual fun FloatArray.contentToString(): String {\n    definedExternally\n    \n    * Returns a string representation of the contents of the specified array as if it is [List].\n  }
Returns a string representation of the contents of the specified array as if it is
[]

public actual fun DoubleArray.contentToString(): String
{
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
[]

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String
{
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
[]

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String
{
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
[]

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String
{
    definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset:
Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
{
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): ByteArray
{
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
array.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): ShortArray
{
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}
destination.unsafeCast<Array<Short>>()
    return destination

* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. This @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* An @SinceKotlin("1.3") inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray
  Copies this array or its subrange into the [destination] array and returns that array.
  It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* An @SinceKotlin("1.3") inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray
  Copies this array or its subrange into the [destination] array and returns that array.
  It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* An @SinceKotlin("1.3") inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray
  Copies this array or its subrange into the [destination] array and returns that array.
  It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
[@SinceKotlin("1.3")]
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.
 * @param destination the array to copy to.
 * @param destinationOffset position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.
 * @param destination the array to copy to.
 * @param destinationOffset position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when `startIndex > endIndex`.
 * @return the [destination] array.
 */
public actual fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.unsafeCast<Array<Long>>().asDynamic().slice(0, size))
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice(0, size)
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice(0, size)
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asList().slice(0, size)
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asList().slice(0, size)).asDynamic().slice(0, size)
}
actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice() as FloatArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice() as DoubleArray
}

actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice() as FloatArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice() as DoubleArray
}

actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice() as FloatArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice() as DoubleArray
}
a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with 'false' values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.

```kotlin
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}
```

```kotlin
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}
```

```kotlin
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
}
```

```kotlin
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```

```kotlin
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))
}
```

```kotlin
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}
```
AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)\n\n/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return this.asDynamic().slice(fromIndex, toIndex)\n\n/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))\n\n/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))\n\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex)\n\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex)\n\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex)\n\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex)
fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
/**
 * Fills this array or its subrange with the specified [element] value, 0 by default.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}

/**
 * Fills this array or its subrange with the specified [element] value, 0 by default.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}

/**
 * Fills this array or its subrange with the specified [element] value, 0 by default.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}

/**
 * Fills this array or its subrange with the specified [element] value, 0 by default.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    this.asDynamic().fill(element, fromIndex, toIndex)\n}

/**
 * Returns an array containing all elements of the original array and then the given [element].\n
*/
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {\n    return this.asDynamic().concat(arrayOf(element))\n}

/**
 * Returns an array containing all elements of the original array and then the given [element].\n
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {\n    return plus(byteArrayOf(element))\n}

/**
 * Returns an array containing all elements of the original array and then the given [element].\n
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {\n    return plus(shortArrayOf(element))\n}
original array and then the given [element].
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>) {
    return this.asDynamic().concat(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray) {
    return primitiveArrayConcat(this, elements)
}
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```kotlin
// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

// @Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

// @library("primitiveArraySort")
public actual fun IntArray.sort() {
    definedExternally
}

// @library("primitiveArraySort")
public actual fun LongArray.sort() {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)
    }
}

// @library("primitiveArraySort")
public actual fun ByteArray.sort() {
    definedExternally
}

// @library("primitiveArraySort")
public actual fun ShortArray.sort() {
    definedExternally
}

// @library("primitiveArraySort")
public actual fun DoubleArray.sort() {
    definedExternally
}

// @library("primitiveArraySort")
public actual fun FloatArray.sort() {
    definedExternally
}

// @library("primitiveArraySort")
public actual fun CharArray.sort() {
    definedExternally
}

// @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
public actual fun <T : Comparable<T>> Array<out T>.sort() {
    if (size > 1) sort {
        a: T, b: T -> a.compareTo(b)
    }
}
```

---

*An@kotlin.internal.InlineOnly/inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int):
Unit {
    asDynamic().sortWith(ByteArrayComparator(), comparison)
}*

*An@kotlin.internal.InlineOnly/inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int):
Unit {
    asDynamic().sortWith(ShortArrayComparator(), comparison)
}*

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comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Compares two values using the specified function [selector] to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return a [Comparable] instance.
 * The result of comparison of these [Comparable] instances is returned.
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> *ComparisonKt*
Comparable<*?>: Int {\n    return compareValues(selector(a), selector(b)\n}\n
/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return objects of type K which are then being\n * compared with the given [comparator].\n *\n * @fun sample samples.comparisons.Comparisons.compareValuesWithByWithComparator\n *\n *\n
// Not so useful without\n// type inference for receiver of expression\n// compareValuesWith(v1, v2, compareBy { it.prop1 }\nthenByDescending { it.prop2 }\n)\n
/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.\n *\n * @fun samples.comparisons.Comparisons.compareValues\n */
fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1

    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.\n * The functions are called sequentially, receive the given values `a` and `b` and return\n * objects of type K which are then being\n * compared with the given [comparator].\n *\n * @fun sample samples.comparisons.Comparisons.compareValuesWithByWithComparator\n */
fun <T> compareBy(vararg selectors: (T)\n-> Comparable<*?>): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors) }
}

/**
 * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @fun samples.comparisons.Comparisons.compareByWithSingleSelector\n */
public inline fun <T> compareBy(crossinline selector: (T)\n-> Comparable<*?>): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector) }

/**
 * Creates a comparator using the [selector] function to transform values being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * Note that an order of [comparator] is\n * reversed by this wrapper.\n */
public inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>,\ncrossinline selector: (T)\n-> Comparable<*?>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)\n        if (previousCompare != 0) previousCompare else\n            compareValuesBy(a, b, selector)\n    }

/**
 * Creates a descending comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @fun samples.comparisons.Comparisons.compareByDescendingWithSingleSelector\n */
public inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T)\n-> Comparable<*?>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)\n        if (previousCompare != 0) previousCompare else\n            compareValuesBy(a, b, selector)\n    }

/**
 * Creates a descending comparator using the [selector] function to transform values and then compares them with\n * the given [comparator].\n *\n * @fun samples.comparisons.Comparisons.compareByDescendingWithComparator\n */
public inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>,\ncrossinline selector: (T)\n-> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)\n        if (previousCompare != 0) previousCompare else\n            compareValuesBy(a, b, selector)\n    }

// Not so useful without\n// type inference for receiver of expression\n// compareValuesWith(v1, v2, compareBy { it.prop1 }\nthenByDescending { it.prop2 }\n)\n
/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return objects of type K which are then being\n * compared with the given [comparator].\n *\n * @fun sample samples.comparisons.Comparisons.compareValuesByWithComparator\n */
fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>,\nselector: (T)\n-> K): Int {\n    return compareValues(selector(a), selector(b))\n}
this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    }

/**
 * Creates a descending comparator using the primary comparator and a function to transform value to a 
 * [Comparable] instance for comparison.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenByDescending(comparator: Comparator<in T>, crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
    }

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }

/**
 * Combines this comparator and the given comparator such that the latter is applied only when the former
 * considered values equal.
 */
public infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Extends the given comparator of non-nullable values to a comparator of nullable values considering `null` value less than any other value.
 */
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value less than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
    nullsFirst(naturalOrder())

/**
 * Extends the given comparator of non-nullable values to a comparator of nullable values considering `null` value greater than any other value.
 */
public fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value greater than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
    nullsLast(naturalOrder())

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 */
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
Comparable<T> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

@Suppress("UNCHECKED_CAST")
Comparator<T>.reversed(): Comparator<T> = when (this) {
  is ReversedComparator -> this.comparator
  NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
  ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
}

Comparator<T>(public val comparator: Comparator<T>): Comparator<T> { override fun compare(a: T, b: T): Int = comparator.compare(b, a)
}

Comparator<Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST")

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 * @sample samples.comparisons.Comparisons.reversed
 */
public fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {
  is ReversedComparator -> this.comparator
  NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
  ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

package kotlin

public actual interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

public actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparison(a, b)
}

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return receiver.block()
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

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* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).

```kotlin
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block(this)
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it does not satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 *
 * A zero-based index of current iteration is passed as a parameter to [action].
 *
 * @sample samples.misc.ControlFlow.repeat
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }

    for (index in 0 until times) {
        action(index)
    }
}
```

---

```kotlin
import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.Inline.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.Inline.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.Inline.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.Inline.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.Inline.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}
```

inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>() * Returns the greater of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c) * Returns the greater of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return maxOf(a, maxOf(b, c)) * Returns the greater of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c) * Returns the greater of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c) * Returns the greater of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>() * Returns the smaller of two values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>() * Returns the smaller of two values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b) * Returns the smaller of two values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR"),\"NOTHING_TO_INLINE\"public actual inline fun minOf(a: Long, b: Long): Long {
    return a <= b a else b * Returns the smaller of two values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Byte>() * Returns the smaller of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>() * Returns the smaller of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c) * Returns the smaller of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return Math.min(a, b, c) * Returns the smaller of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c) * Returns the smaller of three values.
}@SinceKotlin("1.1")@kotlin.internal.InlineOnly@Suppress("DEPRECATION_ERROR")public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c) * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\"CollectionsKt\"\")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the collection.
 * 
 */
public operator fun <T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return get(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 */
public fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return this.getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrNull(index: Int): T? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

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throw NoSuchElementException("Collection is empty.")
var last = iterator.next()
while (iterator.hasNext())
    last = iterator.next()
return last

/**
 * Returns the last element matching the given [predicate].
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T?
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious())
        val element = iterator.previous()
        if (predicate(element)) return element
    return null

/**
 * Returns the last element matching the given [predicate].
 */
public fun <T> List<T>.lastOrNull(): T?
    return this.lastIndexOrNull()
Returns a list containing first elements satisfying the given [predicate].

```kotlin
sample.samples.collections.Collections.Transformations.take

// An public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> { 
  // val array = ArrayList<T>() 
  // for (item in this) { 
  //   if (!predicate(item)) { 
  //     return array
  //   } 
  //   array.add(item)
  // } 

  // Returns a list with elements in reversed order.
  // An public fun <T> Iterable<T>.reversed(): List<T> { 
  //   return toList().reversed()
  // }

  // Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
  // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
  // An public inline fun <T> MutableList<T>.sortBy(selector: (T) -> R): Unit

  // Sorts elements in the list in-place according to their natural sort order.
  // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
  // An public inline fun <T> MutableList<T>.sortDescending(): Unit

  // Returns a list of all elements sorted according to their natural sort order.
  // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
  // An public inline fun <T>: Collection<T>.sorted(): List<T> {
  //   return toList().sorted()
  // }

  // Returns a list of all elements sorted according to the specified [comparator].
  // The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
  // An public inline fun <T>: Collection<T>.sortedWith(comparator: Comparator<in T>): List<T> {
  //   return toList().sortedWith(comparator)
  // }
```
all of the elements of this collection.

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed
 * by the key * returned from [keySelector] function applied to each element.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @sample samples.collections.Collections.Transformations.associateBy
 */
public inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and
 * indexed by [keySelector] functions applied to elements of the given collection.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @sample samples.collections.Collections.Transformations.associateByWithValueTransform
 */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with
 * key-value pairs, where key is provided by the [keySelector] function applied to each element of the given collection.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 * @sample samples.collections.Collections.Transformations.associateByTo
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with
 * key-value pairs provided by [transform] function applied to each element of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * Returns a [Map] where keys are
 * */

elements from the given collection and values are让您* produced by the [valueSelector] function applied to each element.您* *您* If any two elements are equal, the last one gets added to the map.您* *您* The returned map preserves the entry iteration order of the original collection.您* *您* @sample
samples.collections.Collections.Transformations.associateWith(您* @SinceKotlin("1.3.1").)public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {您* val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10))).coerceAtLeast(16))您* return associateWithTo(result, valueSelector)您* *您* }}
@SinceKotlin("1.3")
public inline fun <K, V> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {您* for (element in this) {您* destination.put(element, valueSelector(element))您* }您* return destination��* *您* }}

public fun <T, C : MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination��* *您* }}

public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))��* *您* }

public fun <T> Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())��* else -> this.toMutableList().Bạn* *
            0 -> emptyList()��* 1 -> setOf(if (this is List) get(0) else iterator().next())��* else -> this.toMutableList().Bạn* *
        }
    }
    return this.toMutableList().optimizeReadOnlyList��* *Bạn* }}

public inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform��* *Bạn* }}

public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)��* return toCollection(ArrayList<T>(), iterator().next())).optimizeReadOnlyList()��* *
        destination.addAll(list��* *
    }
    return destination��* *Bạn* }}

public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector��* *
    * Vous* *
    * Vous* * Vous* *
    * Vous* * Vous* *
}
of the original collection by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n\n\n@sample samples.collections.Collections.Transformations.sortBy

Iterable<T>.sortBy(\n    destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    val key = keySelector(element)\n    val list = destination.getOrPut(key) {\n        ArrayList<V>() }\n    list.add(element)\n    return destination\n}\n
\n/**
 * Groups values returned by the given [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByValues(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) {\n            ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @param [keySelector] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Groups.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n    return object : Grouping<T, K> {\n        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original collection.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {\n    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Trans-formations.mapIndexed
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n    forEachIndexed { index, element -> destination.add(transform(index, element)) }\n    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
element -> transform(element)?.let { destination.add(it) } | return destination

Applies the given [transform] function to each element of the original collection and appends the results to the given destination.

`*`Applies an inline function `fun <T, R, C : MutableCollection<R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

`*`Applies a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.

`*`Applies a function `fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> { `fun return indexingIterable { iterator() }` |` return

Retains a list containing only distinct elements from the given collection.

`*`Returns a list containing only distinct elements from the given collection.

The elements in the resulting list are in the same order as they were in the source collection.

`*`Applies a function `fun <T> Iterable<T>.distinct(): List<T> { `fun return this.toMutableSet().toList()` |` return

Returns a list containing only elements from the given collection having distinct keys returned by the given [selector] function.

`*`The elements in the resulting list are in the same order as they were in the source collection.

`*`Applies a function `fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> { `fun set = HashSet<K>()
    `fun list = ArrayList<T>()
    for (e in this) {
        `fun key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

`*`Returns a set containing all elements that are contained by this collection and not contained by the specified collection.

`*`Returns a set containing all distinct elements from the given collection.

The returned set preserves the element iteration order of the original collection.

`*`To get a set containing all elements that are contained at least in one of these collections use [union].

`*`Applies a function `fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> { `fun set = this.toMutableSet()
    `fun list = ArrayList<T>()
    for (e in this) {
        `fun key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

`*`Returns a set containing all elements that are contained in both collections.

`*`The returned set preserves the element iteration order of the original collection.

`*`To get a set containing all elements that are contained in both collections use [intersect].

`*`Returns the number of elements in this collection.

`*`Returns the number of elements in this collection.

`*`Returns the number of elements matching the given [predicate].

`*`Returns `true` if at least one element matches the given [predicate].

`*`Returns `true` if at least one element matches the given [predicate].

`*`Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator.
value and each element.

```kotlin
public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) {
        index++
        accumulator = operation(index, accumulator, element)
    }
    return accumulator
}
```

This method performs the given `[operation]` on each element of the collection, providing sequential index with the element. It takes the index of an element and the element itself as parameters and performs the desired action on the element. The method returns the final accumulator value.

Examples of using `foldIndexed()`:

- **Example 1:**
  ```kotlin
  val fruits = listOf("apple", "banana", "cherry")
  val orderedFruits = fruits
      .foldIndexed(0) { index, fruit, order -> order + 1 } // Increase order by 1 for each fruit
  println(orderedFruits) // Output: [1, 2, 3]
  ```

- **Example 2:**
  ```kotlin
  val numbers = listOf(1, 2, 3, 4, 5)
  val sum = numbers
      .foldIndexed(0) { index, number, sum -> sum + number } // Sum up all numbers
  println(sum) // Output: 15
  ```

These examples demonstrate how `foldIndexed()` can be used to accumulate values or perform computations on each element of a collection while preserving the index of each element.
= iterator().next() return null\n var min = iterator.next()\n if (min.isNaN()) return min\n while (iterator.hasNext()) \n { \n var e = iterator.next() \n if (e.isNaN()) return e \n if (min > e) min = e\n } \n return min\n }\n
Returns the smallest element or null if there are no elements

If any of elements is NaN returns NaN

\n
public fun Iterable<Float>.min(): Float? \n { \n val iterator = iterator() \n if (!iterator.hasNext()) return null\n var min = iterator.next() \n if (min.isNaN()) return min\n while (iterator.hasNext()) \n { \n var e = iterator.next() \n if (e.isNaN()) return e \n if (min > e) min = e\n } \n return min
}

/**
 * Returns the smallest element or null if there are no elements
 * (NaN) returns NaN.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or null if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    if (!iterator.hasNext()) return minElem
    var minValue = selector(minElem)\n    do { \n        var e = iterator.next() \n        var v = selector(e) \n        if (minValue > v) { \n            minElem = e
            minValue = v
        }\n    } while (iterator.hasNext())\n    return minElem
}

/**
 * Returns `true` if the collection has no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()\n}

/**
 * Performs the given action on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
starting with last element and applying [operation] from right to left to each element and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.
Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(acc, iterator.next())
    result.add(accumulator)
    return result
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(index, 0, iterator.next())
    result.add(accumulator)
    return result
}

Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(index, 0, iterator.next())
    result.add(accumulator)
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from
 * left to right to each element, its index in the original collection and current accumulator value
 * that starts with the first element of this collection.
 * @param [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the
 * element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>
Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are
 * any `null` elements.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

/**
 * Splits this collection into a list of
 * lists each not exceeding the given [size]
 * and applies the given [transform]
 * function to each list.
 * @param size the number of elements to take in each list, must be positive and can be greater
 * than the number of elements in this collection.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T, R> List<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list
 * containing all elements of the original collection without the first occurrence of the given [element].
 * @param [operation] operator function
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> ArrayList<T>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(index, 0, iterator.next())
    result.add(accumulator)
    return result
}

Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(index, 0, iterator.next())
    result.add(accumulator)
    return result
}

Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (!iterator.hasNext()) return emptyList()
    var accumulator = operation(index, 0, iterator.next())
    result.add(accumulator)
    return result
}

Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}

Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, but the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * @param elements The elements to remove.
 * @return The new list.
 */
public fun <T> List<T>.minus(elements: T): List<T> {
    return this.toSet().minus(elements)
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * @param elements The elements to remove.
 * @return The new list.
 */
public inline fun <T> Sequence<T>.minus(elements: Sequence<T>): List<T> {
    return this.toSet().minus(elements)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 * @param element The element to add.
 * @return The new list.
 */
public inline fun <T> List<T>.plus(element: T): List<T> {
    return this.toSet().plus(element)
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] array.
 * @param elements The elements to add.
 * @return The new list.
 */
public fun <T> List<T>.plus(elements: Array<T>): List<T> {
    return this.toSet().plus(elements)
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] collection.
 * @param elements The elements to add.
 * @return The new list.
 */
public fun <T> List<T>.plus(elements: Collection<T>): List<T> {
    return this.toSet().plus(elements)
}

/**
 * Returns a list containing all elements of the original collection and then the given [elements] sequence.
 * @param elements The elements to add.
 * @return The new list.
 */
public inline fun <T> Sequence<T>.plus(elements: Sequence<T>): List<T> {
    return this.toSet().plus(elements)
}
```

---

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of the original collection and then the given [element].

```kotlin
Iterable<T>.plusElement(element: T): List<T> { 
    return plus(element)
} // *

Iterable<T>.plusElement(element: T): List<T> { 
    return plus(element)
} // **
```

```
@kotlin.internal.InlineOnly
public inline fun <T>
Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}
```

```
/**
 * Returns a list containing all elements of the original collection and then the given 
 * [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> 
Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}
```

```
/**
 * Returns a list containing all elements of the original collection and then the given 
 * [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> 
Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}
```

```
/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection 
 * with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements 
 * in this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> 
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
```

```
/**
 * Returns a list of results of applying the given [transform] function to
 * an each list representing a view over the window of the given [size] sliding
 * along this collection with the given [step].
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements 
 * in this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> 
Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<R> {
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val window = MovingSubList(this)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            window.move(index, index + windowSize)
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` collection and the 
 * [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> 
Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```
/**
 * Returns a list of values built from the elements of `this` collection and the [other] 
 * collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R, V>
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = other.size
    val result = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in this) {
        if (i >= arraySize) break
        result.add(transform(element, other[i++]))
        i += 1
    }
    return result
}
```

```
/**
 * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R, V> 
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = other.size
    val result = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in this) {
        if (i >= arraySize) break
        result.add(transform(element, other[i++]))
        i += 1
    }
    return result
}
```
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 ->
        t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection
 * with the same index * using the provided [transform] function applied to each pair of elements.
 */
void * The returned list has length of the shortest collection.

samples.collections.Iterations.zipIterableWithTransform
]

 Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
        other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two
 * adjacent elements in this collection.
 */
void * The returned list is empty if this collection contains less than two elements.

samples.collections.CollectionsTransformations.zipWithNext

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to `\"...\"`).
 */
void * The returned list is empty if this collection contains less than two elements.

samples.collections.CollectionsTransformations.zipWithNextToFindDeltas

Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

Iterable<T>.asIterable(): Iterable<T> {
    return this
}

Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return Double.NaN if count == 0 else sum / count
}

Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return Double.NaN if count == 0 else sum / count
}
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
 * Copyright 2010-2018
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 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an
 * empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>? orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
        collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
        copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++].unsafeCast<T>() = iterator.next()
    }
    if (index < array.size)
    {
        array[index].unsafeCast<T>() = null
    }
    return array
}

/**
 * Returns an immutable list
 * containing only the specified object 
 * [element].
 */
public fun <T> ListOf(element: T): List<T> = arrayListOf(element)

/**
 * Returns an immutable set containing only the specified object 
 * [element].
 */
public fun <T> SetOf(element: T): Set<T> = hashSetOf(element)

open fun <T> mapOf(pair: Pair<K, V>):
Map<K, V> = hashMapOf(pair)

/**
 * Fills the list with the provided [value].
 * Each element in the list
 * gets replaced with the [value].
 */
public actual fun <T> MutableList<T>.fill(value: T): Unit

/**
 * Randomly shuffles elements in
 * this list randomly shuffled.
 * The sort is _stable_. It means that equal elements preserve their
 * order relative to each other after sorting.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = this.shuffle(Random)

/**
 * Returns a new list with the elements of this list
 * randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.sort(): Unit

/**
 * Sorts elements in the list in-place
 * according to their natural sort order.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit

private fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {
    if (list.size <= 1) return

    val array = copyToArray(list)
    sortArrayWith(array, comparator)
    for (i in 0 until array.size) list[i] = array[i]
}

internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal actual fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
    val rangeSize = endIndex - startIndex
    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset + rangeSize, destination.size)
    if (js("ArrayBuffer").isView(destination) && js("ArrayBuffer").isView(source)) {
        destination.subarray(destinationOffset, destinationOffset + rangeSize) = source.subarray(startIndex, endIndex)
    } else {
        if (source !== destination || destinationOffset <= startIndex) {
            for (index in 0 until rangeSize) destination[destinationOffset + index] = source[startIndex + index]
        } else {
            for (index in rangeSize - 1 downTo 0) destination[destinationOffset + index] = source[startIndex + index]
        }
    }
}

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()

@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
    if (index < 0) throwIndexOverflow()
    return index
}

@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
    if (count < 0) throwCountOverflow()
    return count
}

/**
 * Checks a collection builder function capacity argument.
 * In JS no validation is made in
 * Map/Set constructor yet.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal actual fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}

/**
 * Returns the given iterator itself.
 * Allows to use an instance of iterator in a
 * `for` loop.
 */
@sample samples.collections.Iterators.iterator

Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of
 * this [Iterator].
 */
Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Iterator transforming original `iterator` into iterator of [IndexedValue],
 * counting index from zero.
 */
IndexingIterator<T>(private val iterator: Iterator<T>): Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> =
        IndexedValue(checkIndexOverflow(index++), iterator.next())
}

/*
 * Copyright 2010-2019 JetBrains s.r.o.
 * Use of this source code is governed by the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

/*
 * NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
 * See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
 */

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of three values.
 */
maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
minOf(a: T, b: T, comparator: Comparator<T>): T

/*
 * Open Source Used In DNAC Platform Antelope 8010
 */
fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float):
Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double):
Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte, c: Byte):
Byte

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short, c: Short):
Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int):
Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long):
Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float):
Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double, c: Double):
Double

/**
 * Returns the smaller of three values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T

/**
 * Returns the smaller of two values
according to the order specified by the given 
[comparator]. If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of 
[transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given 
[transform] function to each entry in the original map.
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given 
[transform] function being invoked on each entry of original map, to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each entry in the original map.
 */
public inline fun <K, V, R><Map<out K, V>>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a list of all elements yielded from results of 
[transform] function being invoked on each entry of original map, to the given destination.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a list containing all elements yielded from results of 
[transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> R): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
R>> Map{out K, V}.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    for (item in this)
        if (predicate(item))
            return false
    return true
}

R>> Map{out K, V}.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    foreach (element) {
        transform(element)?.
            let (destination, add(it))
            return destination
    }
    return destination
}

R>> Map{out K, V}.count(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty())
        return true
    for (element in this)
        if (predicate(element))
            return false
    return true
}

R>> Map{out K, V}.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this)
        action(element)
}

R>> Map{out K, V}.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply {
        for (element in this)
            action(element)
    }
}

R>> Map{out K, V}.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

R>> Map{out K, V}.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

R>> Map{out K, V}.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    for (item in this)
        if (predicate(item))
            return false
    return true
}

R>> Map{out K, V}.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    foreach (element) {
        transform(element)?.
            let (destination, add(it))
            return destination
    }
    return destination
}

R>> Map{out K, V}.count(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty())
        return true
    for (element in this)
        if (predicate(element))
            return false
    return true
}

R>> Map{out K, V}.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this)
        action(element)
}

R>> Map{out K, V}.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply {
        for (element in this)
            action(element)
    }
}

R>> Map{out K, V}.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

R>> Map{out K, V}.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}
```kotlin
//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) != -1
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the
 * [index] is out of bounds of this sequence.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the first index of [element], or -1 if the sequence does not contain
 * [element].
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if no such element was found.
 */
public inline fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain
 * [element].
 */
public inline fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}
```

public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such 
 * element was found.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    return if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one 
 * matching element.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return when when (predicate) {
        true -> this
        else -> DropWhileSequence(this, predicate)
    }
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return when when (predicate) {
        true -> this
        else -> FilterSequence(this, predicate)
    }
}

/**
 * Returns a sequence containing all elements except first [n] elements that satisfy the given [predicate].
 */
public fun <T> Sequence<T>.dropTake(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.dropTake(n)
        else -> DropTakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 */
public fun <T> Sequence<T>.dropWhileTake(n: Int): Sequence<T> {
    return when when (predicate) {
        true -> this
        else -> DropWhileTakeSequence(this, predicate, n)
    }
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 */
public fun <T> Sequence<T>.filterTake(n: Int): Sequence<T> {
    return when when (predicate) {
        true -> this
        else -> FilterTakeSequence(this, predicate, n)
    }
}
* \n * @sample samples.collections.Collections.Filtering.filter\n */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)\n}

/**
 * Returns a sequence containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself.\n * Returns the result of predicate evaluation on the element\n * The operation is _intermediate_ and _stateless_.\n */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return FilteringSequence(IndexingSequence(this), true, predicate)\n}

/**
 * Returns a sequence containing elements that are instances of specified type parameter R.\n * The operation is _intermediate_ and _stateless_.\n */
public fun <reified R> Sequence<@kotlin.internal.NoInfer R>.filterIsInstance(): Sequence<R> {
    @Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>\n}

/**
 * Appends all elements matching the given [predicate] to the given [destination].\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Filtering.filter\n */
public fun <T> Sequence<T>.filterTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n}

/**
 * Returns a sequence containing first \[n\] elements.\n * @throws IllegalArgumentException if \[n\] is negative.\n * @sample samples.collections.Collections.Transformations.take\n */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return when {
        n == 0 -> emptySequence()\n        this is DropTakeSequence -> this.take(n)\n        else -> TakeSequence(this, n)\n    }\n}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].\n * @sample samples.collections.Collections.Transformations.take\n */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)\n}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Transformations.take\n */
public fun <T> Sequence<T>.filterNotTo(destination: MutableList<T>, predicate: (T) -> Boolean): MutableList<T> {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}

/**
 * Returns a sequence containing all elements not matching the given [predicate].\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Filtering.filter\n */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)\n}

/**
 * Returns a sequence containing all elements not `null`.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Filtering.filterNot\n */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    @Suppress("UNCHECKED_CAST")
    return filterNot { it == null } as Sequence<T>\n}

/**
 * Appends all elements not `null` to the given [destination].\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Filtering.filterNot\n */
public fun <C : MutableList<T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): MutableList<T> {
    for (element in this) if (element != null) destination.add(element)\n    return destination\n}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * The operation is _intermediate_ and _stateful_.\n */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()\n            sortedList.sort()\n            return sortedList.iterator()\n        }\n    }\n}

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return sortedList.iterator()\n\nSequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> \n{\n    return sortedWith(compareBy(selector))\n}\n\n/**
 * Returns a sequence that yields elements of this sequence sorted
descending according to natural sort order of the value returned by specified [selector] function.\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* \n* The operation is _intermediate_ and _stateful_.\n* \n* The operation\n\nSequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> \n{\n    return sortedWith(compareByDescending(selector))\n}\n\n/**
 * Returns a sequence that yields elements of this sequence sorted
descending according to the specified [comparator].\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* \n* The operation is _intermediate_ and _stateful_.\n* \n* The operation\n\nSequence<T>.sortedDescending(): Sequence<T> \n{\n    return sortedWith(reverseOrder())\n}\n\n/**
 * Returns a [Map] containing key-value pairs provided by [transform] function\n* applied to elements of the given sequence.\n* \n* The operation is _terminal_.\n* \n* @sample\n\nsamples.collections.Collections.Transformations.associate\n*/
public inline fun <T, K, V>\n    Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)\n}\n\n/**
 * Returns a [Map] containing the elements from the given sequence indexed by the\n* key returned from [keySelector] function applied to each element.\n* \n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* \n* The operation is _intermediate_ and _stateful_.\n* \n* The operation\n\nSequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> \n{\n    return associateByTo(LinkedHashMap<K, T>(), keySelector)\n}\n\n/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to\n* each element of the given sequence\n* and value is the element itself.\n* \n* The operation is _terminal_.\n* \n* @sample\n\nsamples.collections.Collections.Transformations.associateByTo\n*/
public inline fun <T, K, M : MutableMap<in K, in T>>\n    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K)\n{\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**
 * Populates and returns the [destination] mutable map with\n* key-value pairs,\n* where key is provided by the [keySelector] function and\n* value is provided by the [valueTransform] function applied to elements of the\n* given sequence.\n* \n* The operation is _terminal_.\n* \n* @sample\n\nsamples.collections.Collections.Transformations.associateByTo\n*/
public inline fun <T, K, M : MutableMap<in K, in T>>\n    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M \n{\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n}\n\n/**
 * Populates and returns the [destination] mutable map with\n* key-value pairs,\n* where key is provided by the [keySelector] function and\n* value is provided by the [valueTransform] function applied to elements of the\n* given sequence.\n* \n* The operation is _terminal_.\n* \n* @sample\n\nsamples.collections.Collections.Transformations.associateByTo\n*/
public inline fun <T, K, M : MutableMap<in K, in T>>\n    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> \n{\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}\n
samples.collections.Collections.Transformations.associateByToWithValueTransform<
VALUE_TRANSFORM: (T) -> V>: M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
}

This method returns a [Map] where keys are elements from the given sequence and values are produced by the
[valueSelector] function applied to each element.

If any two elements are equal, the last one gets added to the
map. The operation is _terminal_.

The operation is _terminal_.

If you store elements by a key function and need to perform a lookup operation,
you can use the following method:

```kotlin
public fun <T, K, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

This method returns a [Map] where keys are elements from the given sequence and values are produced by the
[valueSelector] function applied to each element.

If any two elements are equal, the last one gets added to the
map. The operation is _terminal_.

### List transformations

#### map

The `map` method applies a transformation function to each element of a sequence and returns a new sequence containing the transformed elements.

```kotlin
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}
```

This method returns a new sequence where each element is the result of applying the `transform` function to the corresponding element of the original sequence.

#### flatMap

The `flatMap` method applies a transformation function to each element of a sequence and returns a new sequence containing all the elements yielded by the transformation function.

```kotlin
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}
```

This method returns a new sequence where each element is the result of applying the `transform` function to the corresponding element of the original sequence.

### Collection transformations

#### toCollection

The `toCollection` method returns a collection containing all elements of the sequence.

```kotlin
public fun <T, C : Collection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

This method returns a new collection where each element is one of the elements of the original sequence.

### Set transformations

#### toSet

The `toSet` method returns a set containing all unique elements of the sequence.

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>().also { it.addAll(this) }).also { it.optimizeReadOnlySet() }
}
```

This method returns a new set where each element is one of the unique elements of the original sequence.

### Advanced transformations

#### associatedBy

The `associatedBy` method associates elements of a sequence with a key function and returns a map where each key is associated with a list of corresponding elements.

```kotlin
public fun <T, K, V> Sequence<T>.associatedBy(keySelector: (T) -> K): Map<K, MutableList<T>> {
    val map = mutableMapOf<K, MutableList<T>>()
    for (element in this) {
        val key = keySelector(element)
        val list = map.getOrPut(key) { mutableListOf<T>() }
        list.add(element)
    }
    return map
}
```

This method returns a map where each key is associated with a list of corresponding elements. Each list contains all elements for which the key function returns the same key.

### Utility functions

#### optimizedListAndSet

The `optimizedListAndSet` functions optimize the creation of a list and a set by using an already existing list or set.

```kotlin
public fun <T> Sequence<T>.optimizedListAndSet(): MutableList<T> {
    return toMutableList().also { it.optimizeReadOnlyList() }
}
```

This method returns a new list where each element is one of the elements of the original sequence.

```kotlin
public fun <T> Sequence<T>.optimizedListAndSet(): Set<T> {
    return toSet().also { it.optimizeReadOnlySet() }
}
```

This method returns a new set where each element is one of the elements of the original sequence.

### Transformation strategies

The `associateByToWithValueTransform` and `associateByToWithValueTransform` methods apply a key function and a value transformation function to each element of a sequence and return a map where each key is associated with a list of corresponding elements.

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByToWithValueTransform<
    valueTransform: (T) -> V>: M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

This method returns a map where each key is associated with a list of corresponding elements. Each list contains all elements for which the key function returns the same key.

---

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each element of the original sequence by the key returned by the given [keySelector] function applied to the elementn * and returns a map where each group key is associated with a list of corresponding values.n *n * The returned map preserves the entry iteration order of the keys produced from the original sequence.n *n * The operation is _terminal_.n *n @sample

samples.Collections.Collections.Transformations.groupByKeysAndValues

*public fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)n *n * Groups elements of the original sequence by the key returned by the given [keySelector] functionn * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.n *n * @return The [destination] map.n *n * The operation is _terminal_.n *n @sample

samples.Collections.Collections.Transformations.groupBy

*public fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
    {
        val key = keySelector(element)n val list = destination.getOrPut(key) { ArrayList<T>() }n
        list.add(element)n
    }
    return destination
}

*public fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)n
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

*public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

*public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)n
}

*public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)n
}

*public fun <T, R: Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()n
}

*public inline fun <T, R> Sequence<T>.mapIndexedNotNullTo(destination: R): R {
    return TransformingIndexedSequence(this, transform).filterNotNull().to(destination)n
}

*public fun <T, R> Sequence<T>.mapIndexedNotContains(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotContains(n
}

*public fun <T, R> Sequence<T>.mapIndexedNotNullTo(destination: R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNullTo(destination)
The operation is _terminal_.

```java
public inline fun <T, R, C : MutableList<R>>
Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
```

The operation is _terminal_.

```java
/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {
    return TransformingSequence(this, transform).filterNotNull()}
```

The operation is _terminal_.

```java
/**
 * Applies the given [transform] function to each element of the original sequence
 * and appends the results to the given [destination].
 * The operation is _terminal_.
 */
public inline fun <T, R, C : MutableList<R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}
```

The operation is _terminal_.

```java
/**
 * Applies the given [transform] function to each element in the original sequence
 * and returns the result of the transform applied to the element.
 * The operation is _terminal_.
 */
public inline fun <T, R, C : MutableList<R>>
Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
```

The operation is _terminal_.

```java
/**
 * Returns a sequence that wraps each element of the original sequence into an [IndexedValue] containing the index of that element and the element itself.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.withIndex():
Sequence<IndexedValue<T>> {
    return IndexingSequence(this)
}
```

The operation is _terminal_.

```java
/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableSet():
MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}
```

The operation is _terminal_.

```java
/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

The operation is _terminal_.

```java
/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (item in this)
        checkCountOverflow(++count)
    return count
}
```

The operation is _terminal_.

```java
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <T, R, C : MutableList<R>>
Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

The operation is _terminal_.

```java
/**
 * Accumulates value starting
```
with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence. The operation is _terminal_ in _**/public inline fun `<T, R>` Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n    return accumulator\n}\n\n/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * @param [operation] function that takes the index of an element and the element itself and performs the desired action on the element.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n    for (element in this) action(checkIndexOverflow(index++), element)\n}

/**
 * Returns the smallest element or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.forEach(action: (T) -> Unit): Unit {\n    for (element in this) action(element)\n}

/**
 * Performs the given [action] on each element.\n * @param [operation] function that takes the index of an element and the element itself and performs the desired action on the element.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n    for (element in this) action(checkIndexOverflow(index++), element)\n    return element\n}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.maxBy(selector: (T) -> R): T {\n    var maxElem = iterator.next()\n    var maxValue = selector(maxElem)\n    do {\n        var max = iterator.next()\n        if (max > maxValue) {\n            maxElem = max\n            maxValue = selector(max)\n        }\n    } while (iterator.hasNext())\n    return maxElem\n}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.max(): T {\n    var max = iterator.next()\n    do {\n        var max = iterator.next()\n        if (max > iterator.next()) max = iterator.next()\n    } while (iterator.hasNext())\n    return max\n}

/**
 * Returns the smallest element or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.min(): T {\n    var min = iterator.next()\n    do {\n        var min = iterator.next()\n        if (min < iterator.next()) min = iterator.next()\n    } while (iterator.hasNext())\n    return min\n}

/**
 * Returns the smallest element or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.minBy(selector: (T) -> R): T {\n    var min = iterator.next()\n    var minValue = selector(min)\n    do {\n        var min = iterator.next()\n        if (min < iterator.next()) min = iterator.next()\n    } while (iterator.hasNext())\n    return min\n}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.min(): T {\n    var min = iterator.next()\n    do {\n        var min = iterator.next()\n        if (min > iterator.next()) min = iterator.next()\n    } while (iterator.hasNext())\n    return min\n}

/**
 * Performs the given [operation] from left to right to current accumulator value and each element with its index in the original sequence.\n * The operation is _terminal_ in _*/public inline fun `<T, R>` Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n    return accumulator\n}\n\n/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.maxBy(selector: (T) -> R): T {\n    var maxElem = iterator.next()\n    var maxValue = selector(maxElem)\n    do {\n        var max = iterator.next()\n        if (max > maxValue) {\n            maxElem = max\n            maxValue = selector(max)\n        }\n    } while (iterator.hasNext())\n    return maxElem\n}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.max(): T {\n    var max = iterator.next()\n    do {\n        var max = iterator.next()\n        if (max > iterator.next()) max = iterator.next()\n    } while (iterator.hasNext())\n    return max\n}

/**
 * Returns the smallest element or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.minBy(selector: (T) -> R): T {\n    var min = iterator.next()\n    var minValue = selector(min)\n    do {\n        var min = iterator.next()\n        if (min < iterator.next()) min = iterator.next()\n    } while (iterator.hasNext())\n    return min\n}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * The operation is _terminal_ in _*/public inline fun `<T>` Sequence<T>.min(): T {\n    var min = iterator.next()\n    do {\n        var min = iterator.next()\n        if (min > iterator.next()) min = iterator.next()\n    } while (iterator.hasNext())\n    return min\n}

/**
 * Performs the given [operation] from left to right to current accumulator value and each element with its index in the original sequence.\n * The operation is _terminal_ in _*/public inline fun `<T, R>` Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n    return accumulator\n}
The operation is _terminal_.

* The operation is _terminal_.

```kotlin
public inline fun <T, R : Comparable<R>>
Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            if (minValue == e
                minValue = v
                } while (iterator.hasNext())
            return minElem
        } * Retruns the first element
    }
```

* The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

* The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}
```

* The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}
```

* The operation is _terminal_.

```kotlin
public fun <S, T : S>
Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

* The operation is _terminal_.

```kotlin
public fun <T, R> Sequence<T>.scan(initial: R, operation:
An@SinceKotlin("1.3")\@ExperimentalStdlibApi\public fun <T, R> Sequence<T>.scan(initial: R, operation:
```
(acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for 
        element in this@scan) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying
 * operation from left to right to each element, its index in the original sequence and current accumulator value
 * that starts with [initial] value.
 * Note that `acc' value passed to [operation] function should not be mutated; it
 * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_.
 * @param [initial] initial value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <R, T> Sequence<T>.scanIndexed(initial: R,
    operation: (Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@scanIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation]
 * from left to right to each element and current accumulator value that starts with the first element of this sequence.
 * Note that `acc' value passed to [operation] function should not be mutated; it
 * otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation]
 * from left to right to each element, its index in the original sequence and current accumulator value that starts
 * with the first element of this sequence.
 * Note that `acc' value passed to [operation] function should not be mutated; it
 * otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S> Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            var index = 1
            while (iterator.hasNext()) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Sequence<T>.requireNoNulls(): Sequence<T?> {
    return map { it ?:
        throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Sequence<T>.splits(): Sequence<Sequence<T>> {
    return map { it ?:
        throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Returns an original collection containing all the non-null elements, throwing an
 * IllegalArgumentException if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?:
        throw IllegalArgumentException("null element found in $this.") }
}
and can be greater than the number of elements in this sequence. The operation is _intermediate_ and _stateful_.

@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given element.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given elements array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The elements array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given elements collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The elements collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given elements sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence without the first occurrence of the given element.
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the
original sequence into pair of lists, *where* first list contains elements for which [predicate] yielded `true`, while second list contains elements for which [predicate] yielded `false`. The operation is _terminal_.

```kotlin
public inline fun <T>
    Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}
```

```kotlin
/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}
```

```kotlin
/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 */
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}
```

```kotlin
/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 */
public fun <T, R>
    Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform)
}
```
The `zip` function combines elements from two sequences, applying a transformation function to each pair. It ends as soon as the shortest input sequence ends. The operation is intermediate and stateless.

```kotlin
/**
 * Returns a sequence of pairs of each two adjacent elements in
 * this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 * The operation is intermediate and stateless.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return sequence {
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(current to next)
            current = next
        }
    }
}
```

The `zipWithNext` function is used when you need the previous element for each new element in the sequence.

```kotlin
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is terminal.
 */
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

The `joinToString` function is useful for joining elements of a sequence into a single string.

```kotlin
/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}
```

The `asIterable` function allows you to use a sequence as an iterable.

```kotlin
/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}
```

The `asSequence` function returns the sequence as a sequence itself.

```kotlin
/**
 * Returns an average value of elements in the sequence.
 * The operation is terminal.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

The `average` function calculates the average of Byte elements in a sequence.
Double = 0.0
var count: Int = 0
for (element in this) {
    sum += element
}
return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal._
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original
 * set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.jvm.JvmName("minus")
public fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original
 * set except the elements contained in the given [elements] array.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.jvm.JvmName("minus")
public fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    return result.removeAll(elements)
}

/*
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 */
* Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.

* The returned set preserves the element iteration order of the original set.

* The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>()) { it in other }
    val result = LinkedHashSet<T>(this)
    result.removeAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.

 * The returned set preserves the element iteration order of the original set.

 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

 * @sample samples.collections.Collections.Elements.minusElements
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element].

 * The returned set preserves the element iteration order of the original set.

 * @sample samples.collections.Collections.Elements.minusElement
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.

 * The returned set preserves the element iteration order of the original set.

 * @sample samples.collections.Collections.Elements.plusElement
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> {
    return plus(element)
}

/**
 * Returns a set containing all elements of the original set and the given [elements] array,

 * which aren't already in this set.

 * The returned set preserves the element iteration order of the original set.

 * @sample samples.collections.Collections.Elements.plusElements
 */
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given [elements] collection,

 * which aren't already in this set.

 * The returned set preserves the element iteration order of the original set.

 * @sample samples.collections.Collections.Elements.plusElements
 */
public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

---

```
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 * 
 * @file:kotlin.jvm.JvmMultifileClass
 * @file:kotlin.jvm.JvmName("StringsKt")
 * @file:package
 * @file:kotlin.text
 * @file:Note: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
 * See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
 * Import kotlin.io.*
 * Import kotlin.random.*

 * '
 */

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import java.util.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.

 * @sample sample.samples.collections.Collections.CharSequence
 */
public expect fun CharSequence.elementAt(index: Int): Char

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.

 * @sample sample.samples.collections.Collections.Character
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.

 * @sample sample.samples.collections.Collections.Character
 */
public operator fun <Char> CharSequence.plus(index: Int): Char {
    return get(index)
}

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.

 * @sample sample.samples.collections.Collections.Character
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.plus(elseValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else elseValue(index)
}
```
CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[length - 1]
}

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.lastOrNull(): Char? {
    return if (isEmpty()) null else this[length - 1]
}

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns a random character from this char sequence.
 * 
 * @throws NoSuchElementException if this char sequence is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharSequence.random(): Char {
    return random(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this char sequence is empty.
 */
@SinceKotlin("1.3")
public fun CharSequence.random(random: Random): Char {
    return random.nextInt(length)
}

/**
 * Returns a random character from this char sequence, or `null` if this char sequence is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun

CharSequence.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharSequence.randomOrNull(random: Random): Char? {
    return randomOrNull(Random)
}

/**
 * Returns the single character, or throws an exception if the char sequence is empty or has more than one character.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more than one character.")
    }
}

/**
 * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharSequence.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Char sequence contains no character matching the predicate.")
    return single
}

/**
 * Returns the first [n] characters removed.
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 */
public fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(index)
    return ""
}
match the given [predicate].

```kotlin
CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
} /* Returns a string containing only those characters from the original string that match the given [predicate].

```
```java
/**
 * Returns a subsequence of this char sequence containing the last [n] characters from this string, or the entire string if this string is shorter.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.take
 */
public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
 * Returns a string containing the last [n] characters from this string.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.take
 */
public fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing the first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    }
    return this
}

/**
 * Returns a char sequence with characters in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
 * Returns a Map containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
 * If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a Map containing the characters from the given char sequence indexed by the key
 * returned from [keySelector] function applied to each character.
 * @sample samples.text.Strings.associateBy
 */
public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

/**
 * Returns a Map containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

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* and value is the character itself.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

Populates and returns the [destination] mutable map with key-value pairs.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

Populates and returns the [destination] mutable map with key-value pairs.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.

If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
returned map preserves the entry iteration order of the keys produced from the original char sequence.

```kotlin
CharSequence.groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector, valueTransform)\n\n* Groups values returned by the [valueTransform] function applied to each character of the original char sequence \n* by the key returned by the given [keySelector] function applied to the character \n* and returns a map where each group key is associated with a list of corresponding values.
```

```kotlin
CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M \n\n* @return The [destination] map.
```

```kotlin
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself \n* and returns the result of the transform applied to the character.
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun keyOf(element: Char): K = keySelector(element) \n* @return A function that returns the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself \n* and returns the result of the transform applied to the character.
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun keyOf(element: Char): K = keySelector(element) \n* @return A function that returns the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun keyOf(element: Char): K = keySelector(element) \n* @return A function that returns the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun keyOf(element: Char): K = keySelector(element) \n* @return A function that returns the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K): Grouping<Char, K> \n\n* override fun keyOf(element: Char): K = keySelector(element) \n* @return A function that returns the index of a character and the character itself
```

```kotlin
CharSequence.groupingByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M \n\n* @param [transform] function that takes the index of a character and the character itself
```
sequence
* and appends the results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself
* and returns the result of the transform applied to the character.

* @public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform:
    (index: Int, Char) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

* @public inline fun <R : Any> CharSequence.mapNotNullTo(transform: (Char) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

* Applies the given [transform] function to each character in the original char sequence
* and appends only the non-null results to the given [destination].

* @public inline fun <R : Any, C :MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform:
    (Char) -> R?): C {
    var index = 0
    for (element in this)
        destination.add(transform(element)!!)
    return destination
}

* Returns `true` if all characters match the given [predicate].

* @sample samples.collections.Collections.Aggregates.all

* Returns `true` if char sequence has at least one character.

* @sample samples.collections.Collections.Aggregates.any

* Returns `true` if at least one character matches the given [predicate].

* @sample samples.collections.Collections.Aggregates.anyWithPredicate

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.

* @param [operation] function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

* @public inline fun <R> CharSequence.fold(initial: R, operation: (Char, R) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.

* @param [operation] function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

* @public inline fun <R> CharSequence.foldRight(initial: R, operation: (R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}

* Performs the given [action] on each character.
function that takes current accumulator value and a character, and calculates the next accumulator value.

```kotlin
@sample samples.collections.Collections.Aggregates.scanReduce

*\@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun CharSequence.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right:\n * to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence:\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
    }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Splits this char sequence into a sequence of strings each not exceeding the given [size].
 * The last string in the resulting sequence may have less characters than the given [size].\n * @param [size] the number of characters to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n * @sample samples.text.Strings.chunkedSequence
 */
@SinceKotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}
```

```kotlin
/**
 * Returns the sum of all values produced by \[selector\] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by \[selector\] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Splits this char sequence into several char sequences each not exceeding the given [size].
 * The last char sequence may have less characters than the given [size].\n * @param [size] the number of characters to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true) { it.toString() }
}
```

```kotlin
/**
 * Splits this char sequence into several char sequences each not exceeding the given [size].\n * The last string in the resulting sequence may have less characters than the given [size].\n * @param [size] the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * @sample samples.collections.Collections.Transformations.chunkedToSequence
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedToSequence(size: Int): Sequence<String> {
    return chunkedToSequence(size) { it.toString() }
}
```
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows = true, transform = transform) { it.toString() } as Sequence<R>
}

/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which [predicate] yielded `true`, and *second* string contains characters for which [predicate] yielded `false`. Both pair elements have the same length.
 * 
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
public fun CharSequence windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}
sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last char sequences may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. * @param step the number of elements to take in each window * @param transform function applied to each pair of characters.
The returned list has length of the shortest char sequence. * @param size the number of elements to take in each window * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 * @param transform function applied to each pair of characters. The returned list has length of the shortest char sequence.

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}
```

```kotlin
/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}
```

```kotlin
/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public fun CharSequence.toString(): String {
    return trim { it }()
}
```
String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    var index = 0
    for (i in this.indices)
        if (!predicate(this[i]))
            return subSequence(index, length)
    return subSequence(0, index)
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String =
    trimEnd(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(files: CharArray): CharSequence =
    trimStart(files).trimEnd(files)

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(): String =
    trim(inline = true)

/**
 * Returns a char sequence with content of this char sequence padded at the beginning
 * to the specified [length] with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {
    val sb = StringBuilder()
    for (i in 0..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.padEnd(length: Int, padChar: Char = ' '): String =
    padEnd(length, padChar).toString()

/**
 * Returns a sub sequence of this char sequence having leading whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.padStart(): CharSequence =
    padStart(inline = true)

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.padEnd(): String =
    padEnd(inline = true)

/**
 * Returns a char sequence with content of this char sequence padded at the end
 * to the specified [length] with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    val sb = StringBuilder()
    for (i in 0..(length - this.length))
        sb.append(padChar)
    sb.append(this)
    return sb
}

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.padEnd(length: Int, padChar: Char = ' '): String =
    padEnd(length, padChar).toString()
length the desired string length.

* @param padChar the character to pad string with, if it has length less than the
  length specified. Space is used by default.

* @return Returns a char sequence of length at least \[length\] consisting of `this` char sequence appended with \[padChar\] as many times as are necessary to reach that length.

* @param length the desired string length.

* @param padChar the character to pad string with, if it has length less than the
  length specified. Space is used by default.

* @return Returns a string of length at least \[length\] consisting of `this` string appended with \[padChar\] as many times as are necessary to reach that length.

* @sample samples.text.Strings.padEnd

```kotlin
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less
than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return
```

```kotlin
/**
 * Pads the string to the specified \[length\] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the
 *     length specified. Space is used by default.
 * @return Returns a string of length at least \[length\] consisting of `this` string appended with \[padChar\] as many times as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 * @sample samples.text.Strings.stringIsEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this char sequence is not empty.
 * @sample samples.text.Strings.stringIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

// implemented differently in JVM and JS
public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

/**
 * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.
 * @sample samples.text.Strings.stringIsNotBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters,\n * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 * @sample samples.text.Strings.stringIfEmpty
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it is not empty
 * or the result of calling \[defaultValue\] function if the char sequence is empty.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = if (isBlank()) defaultVal() else this.length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 * @sample samples.text.Strings.stringIfEmpty
 */
@kotlin.internal.InlineOnly
public inline fun String?.lastIndex: Int = -1

/**
 * Returns a substring specified by the given \[range\] of indices.
 * @sample samples.text.Strings.stringIfEmpty
 */
@kotlin.internal.InlineOnly
public inline fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)
subsequence of this char sequence specified by the given [range] of indices.

```kotlin
public fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence.
 * @param range A range of indices specifying which portion of this sequence should be included.
 * @return A new object containing the specified range of characters.
 */
@UseExperimental(ExperimentalStdlibApi::class)
public fun String.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()
```

```kotlin
/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 * @param startIndex the start index (inclusive).
 * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.
 * @return a substring from [startIndex] to the end index (exclusive).
 */
public fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()
```

```kotlin
/**
 * Returns a substring of chars at indices from the specified [range] of this char sequence.
 * @param range A range of indices specifying which portion of this sequence should be included.
 * @return a substring from [range.start] to [range.endInclusive].
 */
public fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()
```

```kotlin
/**
 * Returns a substring before the first occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * @param delimiter the character to search for.
 * @param missingDelimiterValue the value to return if the delimiter is not found.
 * @return a substring from the start of the string to the index of the first occurrence of [delimiter], or [missingDelimiterValue] if not found.
 */
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```

```kotlin
/**
 * Returns a substring before the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * @param delimiter the character to search for.
 * @param missingDelimiterValue the value to return if the delimiter is not found.
 * @return a substring from the start of the string to the index of the last occurrence of [delimiter], or [missingDelimiterValue] if not found.
 */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}
```

```kotlin
/**
 * Returns a substring after the first occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * @param delimiter the character to search for.
 * @param missingDelimiterValue the value to return if the delimiter is not found.
 * @return a substring from the index after the last occurrence of [delimiter], or [missingDelimiterValue] if not found.
 */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}
```

```kotlin
/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * @param delimiter the character to search for.
 * @param missingDelimiterValue the value to return if the delimiter is not found.
 * @return a substring from the index after the first occurrence of [delimiter], or [missingDelimiterValue] if not found.
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```

```kotlin
/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index after the replacement to keep in the string.
 * @param replacement the replacement string.
 * @return a new object containing the specified range of characters.
 */
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence) =
```
IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
    return sb
}

/**
 * Replaces the part of the string at the given range with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

/**
 * Returns a char sequence with content of the char sequence where its part at the given [range] is replaced with the [replacement] char sequence.
 * The end index of the [range] is included in the part to be replaced.
 * @param sb
 * @param startIndex
 * @param endIndex
 */
@UseExperimental(ExperimentalStdlibApi::class)
public fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as CharSequence).removeRange(startIndex, endIndex).toString()

/**
 * Removes the part of string at the given [range].
 * The end index of the [range] is included in the removed part.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    (this as CharSequence).removeRange(range).toString()

/**
 * If this char sequence starts with the given [prefix] and ends with the given [suffix], returns a new char sequence with both the [prefix] and [suffix] removed.
 * Otherwise returns a new char sequence with the same characters.
 * @param prefix
 * @param suffix
 */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(0, length - (prefix.length + suffix.length))
    }
    return subSequence(0, length)
}

/**
 * Opens the DNAC Platform Antelope 8043
 */
Open Source Used In DNAC Platform Antelope 8043
removes from a string both the given [prefix] and [suffix] if and only if
it starts with the [prefix] and ends with the [suffix].
Otherwise returns this string unchanged.

return subSequence(prefix.length, length - suffix.length)
return subSequence(0, length)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    return subSequence(prefix.length, length - suffix.length)
}

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given replacement.
 * @param replacement A replacement expression that can include substitutions. See [kotlin.text.Regex.Companion.escapeReplacement] for details.
 * @return a string to be used as a replacement for that match.
 */
public inline fun CharSequence.replace(regex: Regex, replacement: String): String =
    regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement for that match.
 * @param transform A function that takes a match result and returns a string to be used as a replacement for that match.
 * @return a new string.
 */
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> String): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 * @param replacement A replacement expression that can include substitutions. See [kotlin.text.Regex.Companion.escapeReplacement] for details.
 * @return a new string.
 */
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String =
    regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 * @return `true` if this char sequence matches the given regular expression.
 */
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 * @param thisOffset the offset to start searching in this
 * @return regionMatches results.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 * @return `true` if this char sequence starts with the specified character.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 * @return `true` if this char sequence ends with the specified character.
 */
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[lastIndex].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence starts with the specified prefix.
 * @return `true` if this char sequence starts with the specified prefix.
 */
public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this char sequence starts with the specified prefix starting at the specified offset.
 * @return `true` if this char sequence starts with the specified prefix.
 */
public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, startIndex)
    else
        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this char sequence ends with the specified suffix.
 * @return `true` if this char sequence ends with the specified suffix.
 */
public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, removes the empty string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return the longest string `prefix`.
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) ||
        other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(0, i).toString()
}

/**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return the longest string `suffix`.
 */
public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) ||
        other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(i, this.length).toString()
}

// common prefix and suffix

/**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, removes the empty string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return the longest string `prefix`.
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) ||
        other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(0, i).toString()
}

/**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return the longest string `suffix`.
 */
public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) ||
        other.hasSurrogatePairAt(i - 1)) {
        i--
    }
    return subSequence(i, this.length).toString()
}
ignoreCase: Boolean = false): String {\n    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    val var i = 0\n    while (i < shortestLength && & this[i] == that[i]) {
        i++
    }
    return subSequence(thisLength - i, thisLength).toString()
}

// indexOfAny()

/**
 * Finds the index of the first occurrence of any of the specified [chars] in this char sequence, \n * starting from the specified [startIndex] and optionally ignoring the case. \n * @param ignoreCase `true` to ignore character case when matching a character. \n * @return An index of the first occurrence of matched character from [chars] \n * or -1 if none of [chars] are found. \n */
public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1) {
        val char = chars.single()
        return charIndex // smart cast\n    }
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    @\n    val var i = 0\n    while (i < shortestLength && & this[i] == that[i]) {
        i++
    }
    if (i == shortestLength) {
        return -1
    }
    return i
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, last: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1) {
        val char = chars.single()
        return charIndex // smart cast\n    }
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    val var i = 0\n    while (i < shortestLength && & this[i] == that[i]) {
        i++
    }
    if (i == shortestLength) {
        return -1
    }
    return i
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1) {
        val char = chars.single()
        return charIndex // smart cast\n    }
    val indices = if (last) {\n        Collections.emptyList()\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex)) {\n            if (other.regionMatches(0, this, index, otherLength, ignoreCase)) {\n                return index
            }
        }
    }
    if (indices.isEmpty()) {\n        return -1
    }
    return indices.get(indices.indexOfLast { index -> other.regionMatches(0, this, index, otherLength, ignoreCase) })
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, endIndex: Int, last: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1) {
        val char = chars.single()
        return charIndex // smart cast\n    }
    val indices = if (last) {\n        Collections.emptyList()\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex).downTo(endIndex.coerceAtMost(lastIndex))) {\n            if (other.regionMatches(0, this, index, otherLength, ignoreCase)) {\n                return index
            }
        }
    }
    if (indices.isEmpty()) {\n        return -1
    }
    return indices.get(indices.indexOfLast { index -> other.regionMatches(0, this, index, otherLength, ignoreCase) })
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, endIndex: Int, last: Boolean = false): String {
    val indices = if (last) {\n        Collections.emptyList()\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex).downTo(endIndex.coerceAtMost(lastIndex))) {\n            if (other.regionMatches(0, this, index, otherLength, ignoreCase)) {\n                return index to string\n            }
        }
    }
    if (indices.isEmpty()) {\n        return -1
    }
    return indices.get(indices.indexOfLast { index -> other.regionMatches(0, this, index, otherLength, ignoreCase) }) to string
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, endIndex: Int, last: Boolean = false): CharSequence {
    val indices = if (last) {\n        Collections.emptyList()\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex).downTo(endIndex.coerceAtMost(lastIndex))) {\n            if (other.regionMatches(0, this, index, otherLength, ignoreCase)) {\n                return index to string\n            }
        }
    }
    if (indices.isEmpty()) {\n        return -1
    }
    return indices.get(indices.indexOfLast { index -> other.regionMatches(0, this, index, otherLength, ignoreCase) }) to string
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, endIndex: Int, last: Boolean = false): CharSequence {
    val indices = if (last) {\n        Collections.emptyList()\n    } else {\n        for (index in startIndex.coerceAtMost(lastIndex).downTo(endIndex.coerceAtMost(lastIndex))) {\n            if (other.regionMatches(0, this, index, otherLength, ignoreCase)) {\n                return index to string\n            }
        }
    }
    if (indices.isEmpty()) {\n        return -1
    }
    return indices.get(indices.indexOfLast { index -> other.regionMatches(0, this, index, otherLength, ignoreCase) }) to string
}
occurrence of matched string from [strings] and the string matched or 'null' if none of [strings] are found.

To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.

```kotlin
public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Returns the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false) *n* Returns the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Returns the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase
        || this !is String)
            indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}
```

```kotlin
public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase
        || this !is String)
            indexOf(string, startIndex, length, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}
```

```kotlin
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase
        || this !is String)
            lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}
```

```kotlin
public fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase
        || this !is String)
            indexOf(string, startIndex, 0, ignoreCase, last = true)
    else
        nativeLastIndexOf(string, startIndex)
}
```

```kotlin
// indexOf
```

```kotlin
/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched character from [strings] or -1 if none of [strings] are found.
 *
 * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.
 *n* Returns the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun findAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// findLastAnyOf

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOfAny

/**
 * Finds the index of the first occurrence of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false) *n* Returns the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// lastIndexOfAny

/**
 * Finds the index of the last occurrence of the specified character, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Returns the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOf

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched character from [strings] or -1 if none of [strings] are found.
 *
 * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.
 */
public fun findAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOf

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// findAnyOf

/**
 * Finds the index of the last occurrence of the specified character, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOf

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched character from [strings] or -1 if none of [strings] are found.
 *
 * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.
 */
public fun findAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// findLastAnyOf

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOf

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched character from [strings] or -1 if none of [strings] are found.
 *
 * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.
 */
public fun findAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// lastIndexOfAny

/**
 * Finds the index of the last occurrence of the specified character, starting from the specified [startIndex] and optionally ignoring the case.
 */
public fun lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the last occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```

```kotlin
// indexOf

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched character from [strings] or -1 if none of [strings] are found.
 *
 * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from *n* to the end toward the beginning of this string, and finds at each position the first element in [strings] *n* that matches this string at that position.
 */
public fun findAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true) *n* Finds the index of the first occurrence of any of the specified [strings] in this char sequence, *n* starting from the specified [startIndex] and optionally ignoring the case.
```
ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } }).unwrapOr("") * @param limit The maximum number of substrings to return. Zero by default means no limit is set.

```kotlin
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
```

Splits this char sequence to a list of strings around occurrences of the specified delimiters. The method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

```kotlin
splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
```

```kotlin
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
```

Splits this char sequence to a list of strings around occurrences of the specified delimiters. The method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

```kotlin
split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}
```

Splits this char sequence to a list of strings around occurrences of the specified delimiters. The method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

```kotlin
splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
```

```kotlin
split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}
```

Splits this char sequence to a list of strings around occurrences of the specified delimiters. The method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

```kotlin
split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, {
        "Limit must be non-negative, but was $limit." })

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && & result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)

    result.add(substring(currentOffset, length))
    return result
}
```

Splits this char sequence to a list of strings around matches of the given regular expression. The method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

```kotlin
split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit).unwrapOr("") * @param limit The maximum number of substrings to return. Zero by default means no limit is set.

```
Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR. The lines returned do not include terminating line separators.

```kotlin
/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 * The lines returned do not include terminating line separators.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
```

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```kotlin
package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a string.
 */
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a string.
 */
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] into a string.
 */
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a string.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 *
 * Malformed byte sequences are replaced by the replacement char `\uFFFD`.
 */
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\uFFFD`.
 */
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte>
{

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ByteArray(size))

    /** Returns the array element at the given [index]. This method can be called using
     * the index operator. */
    *\n    * If the [index] is out of bounds of this array, throws an
     *\n     * [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n    */
    public inline fun get(index: Int): UByte = storage[index].toUByte()

    /** Sets the element at the given [index] to the given [value]. This method can be called using
     * the index operator. */
    public inline fun set(index: Int, value: UByte)
    {
        storage[index] = value.toByte()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UByteIterator = Iterator(storage)

    private class Iterator(private val array: ByteArray) : UByteIterator()
    {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size)
        array[index++].toUByte() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UByte): Boolean
    {
        if ((element as Any?) is UByte)
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean
    {
        return (elements as Collection<*>).all { it is UByte &&
        storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray
    {
    return UByteArray(ByteArray(size) { index ->
    init(index).toByte() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt>
{

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /** Returns the array element at the given [index]. This method can be called using
     * the index operator. */
    *\n    * If the [index] is out of bounds of this array, throws an
     *\n     * [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n    */
    public inline fun get(index: Int): UInt = storage[index].toUInt()

    /** Sets the element at the given [index] to the given [value]. This method can be called using
     * the index operator. */
    public inline fun set(index: Int, value: UInt)
    {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator()
    {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
        array[index++].toInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean
    {
        // TODO: Eliminate this check after KT-30016 gets fixed.\n        // Currently JS BE does not generate special bridge method for this method.\n        if ((element as Any?) is UByte)
        return false
    }

    override fun containsAll(elements: Collection<UInt>): Boolean
    {
        return (elements as Collection<*>).all { it is UInt &&
        storage.contains(it.toUInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
Currently JS BE does not generate special bridge method for this method.

```kotlin
if ((element as Any?) is UInt)
    return false

return storage.contains(element.toInt())
```

```kotlin
override fun isEmpty(): Boolean = this.size == 0
```

```kotlin
/**
 * Creates a new array of the specified [size], with all elements initialized to zero.
 * @param size the size of the array
 * @return a new array of size [size]
 */
@PublishedApi
public inline fun UIntArray(size: Int): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates an array of the specified [size], where each element is calculated by calling the specified
 * [init] function. *\n * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates an array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
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 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```

```kotlin
/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}
```
constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(Long.MAX_VALUE)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    /**
     * A constant holding the minimum value an instance of ULong can have.
     */
    *
    public const val MIN_VALUE: ULong = ULong(0)

    /**
     * A constant holding the maximum value an instance of ULong can have.
     */
    *
    public const val MAX_VALUE: ULong = ULong(Long.MAX_VALUE)

    /**
     * The number of bytes used to represent an instance of ULong in a binary form.
     */
    *
    public const val SIZE_BYTES: Int = 8

    /**
     * The number of bits used to represent an instance of ULong in a binary form.
     */
    *
    public const val SIZE_BITS: Int = 64
}
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Decrements this value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Ranges this value from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): ULong = ULong(data.shr(bitCount))
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline operator fun xor(other: ULong): ULong = ULong(data xor other.data)
/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(data or other.data)
/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun and(other: ULong): ULong = ULong(data and other.data)
/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Increments this value. */

@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Decrements this value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Ranges this value from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline operator fun shr(bitCount: Int): ULong = ULong(data.shr(bitCount))
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline operator fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

@kotlin.internal.InlineOnly
public inline operator fun xor(other: ULong): ULong = ULong(data xor other.data)
/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun or(other: ULong): ULong = ULong(data or other.data)
/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun and(other: ULong): ULong = ULong(data and other.data)
/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */
'ULong' value is exactly between two 'Float's, * the one with zero at least significant bit of mantissa is selected.
 */
 @kotlin.internal.InlineOnly
 public inline fun toFloat(): Float = this.toDouble().toFloat()

/**
 * Converts this [ULong] value to [Double].
 * The resulting value is the closest 'Double' to this 'ULong' value.
 * In case when this 'ULong' value is exactly between two 'Double's, * the one with zero at least significant bit of mantissa is selected.
 */
 @kotlin.internal.InlineOnly
 public inline fun toDouble(): Double = ulongToDouble(data)

    public override fun toString(): String = ulongToString(data)

}

/**
 * Converts this [Byte] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Byte'. * The least significant 8 bits of the resulting 'ULong' value are the same as the bits of this 'Byte' value, whereas the most significant 56 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Short] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Short'. * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Short' value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Int] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Int'. * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Int' value, whereas the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())

/**
 * Converts this [Long] value to [ULong].
 *
 * If this value is positive, the resulting 'ULong' value represents the same numerical value as this 'Long'. * The least significant 32 bits of the resulting 'ULong' value are the same as the bits of this 'Long' value, whereas the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)

/**
 * Converts this [Float] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero. * Returns zero if this 'Float' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

/**
 * Converts this [Double] value to [ULong].
 *
 * The fractional part, if any, is rounded down towards zero. * Returns zero if this 'Double' value is negative or 'NaN', [ULong.MAX_VALUE] if it's bigger than 'ULong.MAX_VALUE'.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShortArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ShortArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public override fun get(index: Int): UShort = storage[index].toUShort()

    /**
     * Sets the element at the given [index] to the given [value].
     */
    public override fun set(index: Int, value: UShort) {
        storage[index] = value.toShort()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override fun iterator(): UShortIterator =
Iterator(storage)\n
private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException()

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        return storage.contains(element.toString())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return storage.containsAll(elements)
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified size, where each element is calculated by calling the specified function
 * sequentially starting from the first one.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.*

/**
 * Returns 1st element from the array.
 * If the size of this array is less than 1, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st element from the array.
 * If the size of this array is less than 1, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st element from the array.
 * If the size of this array is less than 1, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 2nd element from the array.
 * If the size of this array is less than 2, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd element from the array.
 * If the size of this array is less than 2, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd element from the array.
 * If the size of this array is less than 2, throws an IndexOutOfBoundsException except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}
/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
If the size of this array is less than 5, throws an `[IndexOutOfBoundsException]` except in Kotlin/JS

```kotlin
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}
```

```kotlin
public expect fun UIntArray.elementAt(index: Int): UInt
```

```kotlin
public expect fun ULongArray.elementAt(index: Int): ULong
```

```kotlin
public expect fun UByteArray.elementAt(index: Int): UByte
```

```kotlin
public expect fun UShortArray.elementAt(index: Int): UShort
```

```kotlin
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}
```

```kotlin
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}
```

```kotlin
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}
```

```kotlin
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}
```
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```kotlin
ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if
 * no such element is found.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null`
 * if element was not found.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null`
 * if element was not found.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling
 * the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

<ulineOpen Source Used In DNAC Platform Antelope 8061</uline>
calling the [defaultValue] function if the [index] is out of bounds of this array.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrElse(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}
**Predicate**

Returns index of the last element matching the given `predicate`. If the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUByte())
    }
}
```

**Predicate**

Returns index of the last element matching the given `predicate`. If the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}
```

**Predicate**

Returns last index of `element`, or -1 if the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}
```

**Predicate**

Returns last index of `element`, or -1 if the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}
```

**Predicate**

Returns last index of `element`, or -1 if the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toUByte())
}
```

**Predicate**

Returns last index of `element`, or -1 if the array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@inline
val @Kotlin("1.3") nullable @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toUShort())
}
```
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`UByteArray.lastIndexOf(element: UByte): Int { return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UByteArray.lastIndexOf(element: UByte): Int { return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.lastIndexOf(element: UShort): Int { return storage.lastIndexOf(element.toShort())
}

/**
 * Returns last index of [element], or -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.lastIndexOf(element: UInt): Int { return if (isEmpty())
    null else this[size - 1]..isNull
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.lastIndexOf(element: ULong): Int { return if (isEmpty())
    null else this[size - 1].isNull
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.lastIndexOf(): UByte? { return if (isEmpty())
    null else this[size - 1].isNull
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.lastIndexOf(): UShort? { return if (isEmpty())
    null else this[size - 1].isNull
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.lastOrNull(): UInt? { return if (isEmpty())
    null else this[size - 1]
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.lastOrNull(): ULong? { return if (isEmpty())
    null else this[size - 1]
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.lastOrNull(): UByte? { return if (isEmpty())
    null else this[size - 1]
}

/**
 * Returns last null index of [element] that is not -1 if the array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.lastOrNull(): UShort? { return if (isEmpty())
    null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.random(): UInt { if (isEmpty())
    throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.random(random: Random): ULong { if (isEmpty())
    throw NoSuchElementException("Array is empty.")
    return get(random.nextLong(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.random(random: Random): UByte { if (isEmpty())
    throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.random(random: Random): UShort { if (isEmpty())
    throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
get(random.nextInt(size))\n\n* Returns a random element from this array using the specified source of randomness.\n* \n* @throws NoSuchElementException if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.random(random: Random): UByte {\n  \n  \n* Returns a random element from this array using the specified source of randomness.\n* \n* @throws NoSuchElementException if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.random(random: Random): UShort {\n  \n  \n* Returns a random element from this array, or `null` if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.randomOrNull(): UInt? {\n  \n  \n* Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.randomOrNull(): ULong? {\n  \n  \n* Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.randomOrNull(): UByte? {\n  \n  \n* Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.randomOrNull(): UShort? {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.single(): UInt {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.single(): ULong {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.single(): UByte {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.single(): UShort {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.single(): UInt {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.single(): ULong {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.single(): UByte {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*\n@ServiceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.single(): UShort {\n  \n  \n* Returns the single element, or throws an exception if the array is empty or has more than one element.\n*
matching the given [predicate], or throws exception if there is no or more than one matching element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt
    {\n        var single: UInt? = null
        var found = false
        for (element in this) {\n            if (predicate(element)) \n            {\n                if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n                single = element\n                found = true\n            } \n            if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n        }\n        return single as UInt
    }

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong
    {\n        var single: ULong? = null
        var found = false
        for (element in this) {\n            if (predicate(element)) \n            {\n                if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n                single = element\n                found = true\n            } \n            if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n        }\n        return single as ULong
    }

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte
    {\n        var single: UByte? = null
        var found = false
        for (element in this) {\n            if (predicate(element)) \n            {\n                if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n                single = element\n                found = true\n            } \n            if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n        }\n        return single as UByte
    }

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort
    {\n        var single: UShort? = null
        var found = false
        for (element in this) {\n            if (predicate(element)) \n            {\n                if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n                single = element\n                found = true\n            } \n            if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n        }\n        return single as UShort
    }

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {\n    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {\n    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {\n    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {\n    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n    var single: UInt? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        } \n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    return single as UInt
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n    var single: ULong? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        } \n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    return single as ULong
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n    var single: UByte? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        } \n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    return single as UByte
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    var found = false
    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        } \n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    return single as UShort
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n    var single: UInt? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) \n        {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n            single = element\n            found = true\n        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n    return single as UInt
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n    var single: ULong? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) \n        {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n            single = element\n            found = true\n        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n    return single as ULong
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n    var single: UByte? = null
    var found = false
    for (element in this) {\n        if (predicate(element)) \n        {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n            single = element\n            found = true\n        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n    return single as UByte
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    var found = false
    for (element in this) {\n        if (predicate(element)) \n        {\n            if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n            single = element\n            found = true\n        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n    return single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {\n    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {\n    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {\n    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {\n    return if (size == 1) this[0] else null
}
single element matching the given `predicate`, or `null` if element was not found or more than one element was
found.

```kotlin
fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))
}

fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}
```

---

**Open Source Used In DNAC Platform Antelope 8067**

- Antelope
- DNAC Platform

---
List<UShort> { 
    require(n >= 0) { "$Requested element count Sn is less than zero." } 
    return take((size - n).coerceAtLeast(0))
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return take(index + 1)
        }
    }
    return emptyList()
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return take(index + 1)
        }
    }
    return emptyList()
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return take(index + 1)
        }
    }
    return emptyList()
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return take(index + 1)
        }
    }
    return emptyList()
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> { 
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this) { 
        if (yielding) { 
            list.add(item)
        } else if (!predicate(item)) { 
            list.add(item)
            yielding = true
        }
    }
    return list
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> { 
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this) { 
        if (yielding) { 
            list.add(item)
        } else if (!predicate(item)) { 
            list.add(item)
            yielding = true
        }
    }
    return list
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> { 
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this) { 
        if (yielding) { 
            list.add(item)
        } else if (!predicate(item)) { 
            list.add(item)
            yielding = true
        }
    }
    return list
} 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> { 
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this) { 
        if (yielding) { 
            list.add(item)
        } else if (!predicate(item)) { 
            list.add(item)
            yielding = true
        }
    }
    return list
}
.predicate)*

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Filtering.filter
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Filtering.filter
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Filtering.filter
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : 
MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : 
MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : 
MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param 
 * [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : 
MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C { forEachIndexed { index, element ->
    if (predicate(index, element))
        destination.add(element)
} return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element
 * @returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C { forEachIndexed { index, element ->
    if (predicate(index, element))
        destination.add(element)
} return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}
(element in this) if (predicate(element)) destination.add(element)
return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
for (element in this) if (predicate(element)) destination.add(element)
return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
for (element in this) if (predicate(element)) destination.add(element)
return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange): List<UByte> {
if (indices.isEmpty()) return listOf()
return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange): List<UShort> {
if (indices.isEmpty()) return listOf()
return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
val size = indices.toListDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<UByte>(size)
for (index in indices) {
list.add(get(index))
}
return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
val size = indices.toListDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<UShort>(size)
for (index in indices) {
list.add(get(index))
}
return list
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange): List<UInt> {
if (indices.isEmpty()) return listOf()
return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange): List<ULong> {
if (indices.isEmpty()) return listOf()
return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
val size = indices.toListDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<UInt>(size)
for (index in indices) {
list.add(get(index))
}
return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
val size = indices.toListDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<ULong>(size)
for (index in indices) {
list.add(get(index))
}
return list
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
return UShortArray(storage.sliceArray(indices))
}
Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UShort>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
Returns a list containing first elements satisfying the given [predicate].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

Reverses elements in the array in-place.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}
```

Returns a list with elements in reversed order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}
```
order.

@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@ExperimentalUnsignedTypes
public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@ExperimentalUnsignedTypes
public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}

@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
}

@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
}

@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
}

@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

@FunctionalInterface
@kotlin.internal.InlineOnly
is a view of this array where each element is a signed reinterpretation\n* of the corresponding element of this
array.\n*/

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.asIntArray(): IntArray {\n    return storage\n}

/**
 * Returns a [List] that wraps the original array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.asList(): List<ULong> {\n    return storage\n}

/**
 * Returns a [List] that wraps the original array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.asList(): List<UByte> {\n    return storage\n}

/**
 * Returns a [List] that wraps the original array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.asList(): List<UShort> {\n    return storage\n}

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is
a signed reinterpretation\n* of the corresponding element of this array.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.asLongArray(): LongArray {\n    return storage\n}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed
reinterpretation\n* of the corresponding element of this array.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.asShortArray(): ShortArray {\n    return storage\n}

/**
 * Returns a [List] that wraps the original array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.asUByteArray(): UByteArray {\n    return UByteArray(this)\n}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned
reinterpretation\n* of the corresponding element of this array.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.asUIntArray(): UIntArray {\n    return UIntArray(this)\n}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned
reinterpretation\n* of the corresponding element of this array.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.asULongArray(): ULongArray {\n    return LongArray(this)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the
same order.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UIntArray.contentEquals(other: UIntArray): Boolean {\n    return storage.contentEquals(other.storage)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the
same order.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun ULongArray.contentEquals(other: ULongArray): Boolean {\n    return storage.contentEquals(other.storage)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the
same order.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UByteArray.contentEquals(other: UByteArray): Boolean {\n    return storage.contentEquals(other.storage)\n}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the
same order.\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic infix fun UShortArray.contentEquals(other: UShortArray): Boolean {\n    return storage.contentEquals(other.storage)\n}

/**
 * Returns a hash code based on the contents of this array as if it is
[List].\n*/
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UIntArray.contentHashCode(): Int {\n    return storage.contentHashCode()\n}
is [List].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int { return storage.contentHashCode() }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
```

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@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset]. 

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range. 

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. 

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

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* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
UByteArray.copyOf(newSize: Int): UByteArray { return UByteArray(storage.copyOf(newSize))}
* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
UShortArray.copyOf(newSize: Int): UShortArray { return UShortArray(storage.copyOf(newSize))}
* Returns a new array which is a copy of the specified range of the original array.
* - * param fromIndex the start of the range (inclusive), must be in \`0..array.size\`.
* - * @param toIndex the end of the range (exclusive), must be in \`fromIndex..array.size\`.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
* Returns a new array which is a copy of the specified range of the original array.
* - * param fromIndex the start of the range (inclusive), must be in \`0..array.size\`.
* - * @param toIndex the end of the range (exclusive), must be in \`fromIndex..array.size\`.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
* Returns a new array which is a copy of the specified range of the original array.
* - * param fromIndex the start of the range (inclusive), must be in \`0..array.size\`.
* - * @param toIndex the end of the range (exclusive), must be in \`fromIndex..array.size\`.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
* Returns a new array which is a copy of the specified range of the original array.
* - * param fromIndex the start of the range (inclusive), must be in \`0..array.size\`.
* - * @param toIndex the end of the range (exclusive), must be in \`fromIndex..array.size\`.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
* Fills this array or its subrange with the specified [element] value.
* - * param fromIndex the start of the range (inclusive), 0 by default.
* - * @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.fill(element: Uint, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
* - * param fromIndex the start of the range (inclusive), 0 by default.
* - * @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
* - * param fromIndex the start of the range (inclusive), 0 by default.
* - * @param toIndex the end of the range (exclusive), size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
* Fills this array or its subrange with the specified [element] value.
(inclusive), 0 by default. @param toIndex the end of the range (exclusive), size of this array by default.
* @param toIndex the end of the range (exclusive), size of this array by default. @param toIndex is less than zero or toIndex is greater than the size of this array. @param toIndex is less than zero or toIndex is greater than the size of this array. @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array. @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array. @throws IllegalArgumentException if [fromIndex] is greater than [toIndex]. @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit { storage.fill(element.toShort(), fromIndex, toIndex) }

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result =
storage.copyOf(size + elements.size)

for (element in elements) result[index++] = element.toShort()
return UShortArray(result)

*\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Sorts the array in-place.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toTypedArray(): ByteArray {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.toTypedArray(): Array<UByte> {
    return Array(size) { index -> this[index] }
}

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containing all of the elements of this primitive array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.toTypedArray():
    Array<in UShort> { index -> this[index] }

// The return type of this function is UShortArray.[/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of UByte containing
 * all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
 * reinterpretation[*] of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of UInt containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation[*] of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of ULong containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

/**
 * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation[*] of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

/**
 * Returns an array of UShort containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

/**
 * Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned reinterpretation[*] of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}
```

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/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function
 * * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 * * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function
 * * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 * * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given
 */

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[keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array. The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
public inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, List<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, List<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, List<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, List<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}
```
MutableMap<in K, MutableList<UByte>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K):
M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<UByte>() } list.add(element) } return destination }\n\n/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map *
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K):
M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<UShort>() } list.add(element) } return destination }\n\n/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map *
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V):
M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<UByte>() } list.add(valueTransform(element)) } return destination }\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return The [result] list *
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return The [result] list *
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return The [result] list *
 * @sample samples.collections.Collections.Transformations.map
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@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return The [result] list *
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> { return mapTo(ArrayList<R>(size), transform) }\n\n/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @return The [result] list *
 * @sample samples.collections.Collections.Transformations.map
 */
/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
 * return mapTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element in the original array.
 * @param [transform] function that takes the index of an element and the element itself * and returns the result of the transformation applied to the element.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
 * return mapTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element in the original array.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
 * return mapTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element in the original array.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
 * return mapIndexedTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself * and returns the result of the transformation applied to the element.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
 * return mapIndexedTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original array.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
 * return mapIndexedTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original array.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
 * return mapIndexedTo(ArrayList<R>(size), transform)
 * Returns a list containing the results of applying the given [transform] function * to each element and its index in the original array.
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
 * var index = 0
 * for (item in this)
 * destination.add(transform(index++, item))
 * returns destination
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
 * var index = 0
 * for (item in this)
 * destination.add(transform(index++, item))
 * returns destination
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
 * var index = 0
 * for (item in this)
 * destination.add(transform(index++, item))
 * returns destination
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
 * var index = 0
 * for (item in this)
 * destination.add(transform(index++, item))
 * returns destination
 * Applies the given [transform] function to each element and its index in the original array * and appends the results to the given [destination].
 */
var index = 0
for (item in this)
    destination.add(transform(index++, item))
return

/*
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
samples.collections.Collections.Aggregates.all

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.all(predicate: (UShort) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.all(predicate: (UByte) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns \`true\` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns \`true\` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns \`true\` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns \`true\` if at least one element matches the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns \`true\` if at least one element matches the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns \`true\` if at least one element matches the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns \`true\` if at least one element matches the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given \[predicate\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given \[predicate\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given \[predicate\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given \[predicate\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with \[initial\] value and
 * applying \[operation\] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting
with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
/*
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRight(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
accumulator = initial
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
--index
}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
--index
}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
--index
}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
--index
}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
--index
}

return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
--index
}

return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
Performs the given [action] on each element.
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.forEach(action: (UShort) -> Unit): Unit {\n  for (element in this) \n    action(element) * Performs the given [action] on each element, providing sequential index with the element.\n  * @param [action] function that takes the index of an element and the element itself.\n  * and performs the desired action on the element.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.forEachIndexed(action: (Int, UInt) -> Unit): Unit {\n  for (index in 0 until this.size) \n    action(index, this[index]) * Performs the given [action] on each element, providing sequential index with the element.\n  * @param [action] function that takes the index of an element and the element itself.\n  * and performs the desired action on the element.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.forEachIndexed(action: (Int, ULong) -> Unit): ULong? {\n  var max = 0L \n  for (index in 0 until this.size) \n    if (max < this[index]) \n      max = this[index] \n  return max * Performs the largest element or ‘null’ if there are no elements.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.forEachIndexed(action: (Int, UByte) -> Unit): UByte? {\n  var max = 0 \n  for (index in 0 until this.size) \n    if (max < this[index]) \n      max = this[index] \n  return max * Performs the largest element or ‘null’ if there are no elements.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): UShort? {\n  var max = 0 \n  for (index in 0 until this.size) \n    if (max < this[index]) \n      max = this[index] \n  return max * Performs the first element yielding the largest value of the given function or ‘null’ if there are no elements.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
Comparable\<R\>.maxBy(selector: (R) -> R): R {\n  if (isEmpty()) return null \n  var maxElem = this[0] \n  var lastIndex = this.lastIndex \n  if (lastIndex == 0) return maxElem \n  var maxVal = selector(maxElem) \n  for (i in 1..lastIndex) { \n    var e = this[i] \n    val v = selector(e) \n    if (maxVal < v) \n      maxElem = e \n      maxVal = v \n  } \n  return maxElem \n  * Performs the first element yielding the largest value of the given function or ‘null’ if there are no elements.\n*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
Comparable\<R\>.maxBy(selector: (R) -> R): R {\n  if (isEmpty()) return null \n  var maxElem = this[0] \n  var lastIndex = this.lastIndex \n  if (lastIndex == 0) return maxElem \n  var maxVal = selector(maxElem) \n  for (i in 1..lastIndex) { \n    var e = this[i] \n    val v = selector(e) \n    if (maxVal < v) \n      maxElem = e \n      maxVal = v \n  } \n  return maxElem \n  * Performs the first element yielding the largest value of the given function or ‘null’ if there are no elements.
element yielding the largest value of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

public fun UIntArray.none(): Boolean {
    return isEmpty()}

public fun ULongArray.none(): Boolean {
    return isEmpty()}

public fun UByteArray.none(): Boolean {
    return isEmpty()}

public fun UShortArray.none(): Boolean {
    return isEmpty()}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/*
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()}

/*
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()}

/*
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()}

/*
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.minBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.minBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.minBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/*
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.minBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Open Source Used In DNAC Platform Antelope 8094
UnsupportedOperation<em>Exception("Empty array can't be reduced.")</em>

```kotlin
var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}
return accumulator
}```

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun ULongArray.reduceIndexed<em>(operation: (Int, acc: ULong, ULong) -> ULong): ULong { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.reduceIndexed<em>(operation: (Int, acc: UByte, UByte) -> UByte): UByte { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.reduceIndexed<em>(operation: (Int, acc: UShort, UShort) -> UShort): UShort { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun UIntArray.reduceOrNull<em>(operation: (acc: UInt, UInt) -> UInt): UInt? { if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun ULongArray.reduceOrNull<em>(operation: (acc: ULong, ULong) -> ULong): ULong? { if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun UByteArray.reduceOrNull<em>(operation: (acc: UByte, UByte) -> UByte): UByte? { if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\*\@public inline fun UShortArray.reduceOrNull<em>(operation: (acc: UShort, UShort) -> UShort): UShort? { if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

 * @sample samples.collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. The accumulator also includes its index in
the original array.

 * @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the
next accumulator value.

 * @sample samples.collections.Aggregates.reduceRightIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. The accumulator also includes its index in
the original array and current accumulator value.

 * @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the
next accumulator value.

 * @sample samples.collections.Aggregates.reduceRightIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func UByteArray.reduceRightIndexed(op: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var lastindex = lastIndex
    if (lastindex < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func UShortArray.reduceRightIndexed(op: (index: Int, UShort, acc: UShort) -> UShort): UShort {
    var lastindex = lastIndex
    if (lastindex < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func UIntArray.reduceRightOrNull(op: (UInt, acc: UInt) -> UInt): UInt? {
    var lastindex = lastIndex
    if (lastindex < 0) return null
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func ULongArray.reduceRightOrNull(op: (ULong, acc: ULong) -> ULong): ULong? {
    var lastindex = lastIndex
    if (lastindex < 0) return null
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func UByteArray.reduceRightOrNull(op: (UByte, acc: UByte) -> UByte): UByte? {
    var lastindex = lastIndex
    if (lastindex < 0) return null
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline func UShortArray.reduceRightOrNull(op: (UShort, acc: UShort) -> UShort): UShort? {
    var lastindex = lastIndex
    if (lastindex < 0) return null
    var accumulator = get(lastindex)
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
    }
    return accumulator
}
```

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. * @sample

```
Open Source Used In DNAC Platform Antelope 8097
```
value.

*\@* Since Kotlin (version 1.3) @ExperimentalStdlibApi @ExperimentalUnsignedTypes

The `UIntArray.scan` function serves a similar purpose to the `IntArray.scan` function, but it is designed for operations on `UIntArray` objects. It takes an initial value and an operation function as arguments. The operation function is applied to each element of the array along with the current accumulator value, which starts with the initial value. The result is a list containing successive accumulation values generated by applying the operation function from left to right. If the array is empty, the function returns a list containing just the initial value.

```kotlin
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    result.add(accumulator)
    return result
}
```

The `ULongArray.scan` function is similar to the `UIntArray.scan` function but is designed for operations on `ULongArray` objects.

```kotlin
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    result.add(accumulator)
    return result
}
```

The `UByteArray.scan` function is similar to the `UIntArray.scan` function but is designed for operations on `UByteArray` objects.

```kotlin
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    result.add(accumulator)
    return result
}
```

The `UShortArray.scan` function is similar to the `UIntArray.scan` function but is designed for operations on `UShortArray` objects.

```kotlin
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    result.add(accumulator)
    return result
}
```

The `UIntArray.scanIndexed` function is similar to the `UIntArray.scan` function but also takes an index as an additional parameter. It is designed for operations on `UIntArray` objects where the index of each element is also considered.

```kotlin
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices)
        accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
    return result
}
```

The `UByteArray.scanIndexed` function is similar to the `UIntArray.scanIndexed` function but is designed for operations on `UByteArray` objects.

```kotlin
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty())
        return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices)
        accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
    return result
}
```

The `UShortArray.scanIndexed` function is similar to the `UIntArray.scanIndexed` function but is designed for operations on `UShortArray` objects.
should not be mutated; otherwise it would affect the previous value in resulting list.

*param [operation] function that takes the index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.\n
*param * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y
\n*

fun <R> ULongArray.scanIndexed(initial: R, operation: (Int, acc: R, ULong) -> R): List<R> {
    \n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

*param * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y
\n*

fun <R> UByteArray.scanIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): List<R> {
    \n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y
\n*

    \n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y
\n*

fun <R> UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    \n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<UInt>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y
\n*

fun <R> ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    \n    if (isEmpty()) return emptyList()\n    var accumulator = this[0]\n    val result = ArrayList<ULong>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

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values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Takes current accumulator value and an element, and calculates the next accumulator value. samples.Collections.Aggregates.scanReduce

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
public inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator) } for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Takes current accumulator value and an element, and calculates the next accumulator value. samples.Collections.Aggregates.scanReduce

```
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to
each element, its index in the original array and current accumulator value that starts with the first element of this
array.

* @param operation function that takes the index of an element, current accumulator value and the element itself, and
calculates the next accumulator value.
* @sample samples.collections.Aggregates.scanReduce
*/
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the
elements of `this` array and the [other] array with the same index.

* The returned list has length of the shortest collection.

* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UIntArray.zip(other: Array<R>): List<Pair<UInt, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `ULongArray.zip(other: Array<R>): List<Pair<ULong, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UByteArray.zip(other: Array<R>): List<Pair<UByte, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UShortArray.zip(other: Array<R>): List<Pair<UShort, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `inline` `fun` `<R, V>` `UIntArray.zip(other: Array<R>, transform: (a: UInt, b: R) -> V): List<V> {` `\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) { list.add(transform(this[i], other[i]))\n }\n return list\n}" `* Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterableWithTransform

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@@public` `inline` `fun` `<R, V>` `ULongArray.zip(other: Array<R>, transform: (a: ULong, b: R) -> V): List<V> {` `\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) { list.add(transform(this[i], other[i]))\n }\n return list\n}" `* Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterableWithTransform

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `inline` `fun` `<R, V>` `UByteArray.zip(other: Array<R>, transform: (a: UByte, b: R) -> V): List<V> {` `\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) { list.add(transform(this[i], other[i]))\n }\n return list\n}" `* Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterableWithTransform

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `inline` `fun` `<R, V>` `UShortArray.zip(other: Array<R>, transform: (a: UShort, b: R) -> V): List<V> {` `\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) { list.add(transform(this[i], other[i]))\n }\n return list\n}" `* Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterableWithTransform

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

* `@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@public` `infix` `fun` `<R>` `UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {` `\n return zip(other) { t1, t2 -> t1 to t2 }\n}" `* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n
* The returned list has length of the shortest collection.\n
* `@sample` samples.collections.Iterables.Operations.zipIterable

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built from the elements of `this` collection and [other] array with the same index.
* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> ULongArray.zip(other: ULongArray) {
    return zip(other) {
        t1, t2 -> t1 to t2
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UByteArray.zip(other: UByteArray) {
    return zip(other) {
        t1, t2 -> t1 to t2
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UShortArray.zip(other: UShortArray) {
    return zip(other) {
        t1, t2 -> t1 to t2
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UIntArray.zip(other: UIntArray) {
    return zip(other) {
        t1, t2 -> t1 to t2
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UByteArray.zip(other: UByteArray) {
    return zip(other) {
        t1, t2 -> t1 to t2
    }
}

Open Source Used In DNAC Platform Antelope 8103
List<Pair<ULong, ULong>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}  

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */\n@sample collections.Operations.zip

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */\n@sample collections.Operations.zip

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest array.\n */\n@sample collections.Operations.zip

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided \[transform\] function applied to each pair of elements.\n */\n@sample collections.Operations.zipWithTransform

/**
 * Returns the sum of all elements in the array.\n */\npublic fun UIntArray.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.\n */\npublic fun ULongArray.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.\n */\npublic fun UByteArray.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.\n */\npublic fun UShortArray.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
return sum

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.sum(): UInt { var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.sum(): ULong { var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.sum(): UInt {
    var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.sum(): ULong {
    var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.sum(): UInt {
    var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.sum(): UInt {
    var sum = 0
    for (element in this) { sum += element
    } return sum
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort): UInt {
    return if (a >= b) a else b
}

*/

/*
 * Copyright 2010-2019 JetBrains s.r.o.
 * and Kotlin Programming Language contributors.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T> Collection<T>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    } return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T> Collection<T>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    } return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T> Collection<T>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    } return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T> Collection<T>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this) { result[index++] = element
    } return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T> Iterable<T>.sum(): T {
    var sum = 0
    for (element in this) { sum += element
    } return sum
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort): UInt {
    return if (a >= b) a else b
}

/*
 * Copyright 2010-2019 JetBrains s.r.o.
 * and Kotlin Programming Language contributors.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons
```kotlin
/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}
```
progression from this value down to the specified [to] value with the step -1. \n If the [to] value is greater than ‘this’ value the returned progression is empty. \n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public infix fun USHort.downTo(to: USHort): 
 UIntProgression{ \n return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UIntProgression.reversed(): 
 UIntProgression{ \n return UIntProgression.fromClosedRange(last, first, -step)\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UIntProgression(step: Int): 
 UIntProgression{ \n checkStepIsPositive(step > 0, step)\n return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public infix fun UIntProgression.step(step: Int): 
 UIntProgression{ \n if (this.step > 0) step else -step\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UIntProgression.until(to: UInt): 
 UIntRange{ \n if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n this.toUInt() .. (to - 1u).toUInt()\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UIntProgression.reversed(): 
 UIntProgression{ \n return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun USHort.coerceAtLeast(minimumValue: USHort): 
 USHort{ \n return if (this < USHort.MIN_VALUE) minimumValue else this\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun USHort.coerceAtLeast(minimumValue: USHort): 
 USHort{ \n return if (this < USHort.MIN_VALUE) minimumValue else this\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UByte.coerceAtLeast(minimumValue: UByte): 
 UByte{ \n return if (this < UByte.MIN_VALUE) minimumValue else this\n }\n * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @public fun UByte.coerceAtLeast(minimumValue: UByte): 
 UByte{ \n return if (this < UByte.MIN_VALUE) minimumValue else this\n }
samples.comparisons.ComparableOps.coerceAtLeastUnsigned
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}  Ensures that this value is not greater than the specified [minimumValue].\n* \n* @return this value if it's less than or equal to the [minimumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}  Ensures that this value is not greater than the specified [maximumValue].\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}  Ensures that this value is not greater than the specified [maximumValue].\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}  Ensures that this value is not greater than the specified [maximumValue].\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}  Ensures that this value is not greater than the specified [maximumValue].\n* \n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this
}  Ensures that this value lies in the specified range [minimumValue], [maximumValue].\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this
}  Ensures that this value lies in the specified range [minimumValue], [maximumValue].\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this
}  Ensures that this value lies in the specified range [minimumValue], [maximumValue].\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

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}  Ensures that this value lies in the specified range [minimumValue], [maximumValue].\n* \n* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceInUnsigned

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is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

@sample
samples.comparisons.ComparableOps.coerceInUnsigned

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    @sample
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum \$maximumValue\ is less than minimum \$minimumValue\.")
    return minimumValue + (this - minimumValue).min(maximumValue) - maximumValue
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(range: ClosedRange<UShort>): UShort {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \$range\.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \$range\.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \$range\.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

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 * distributed under the License is distributed on an "AS IS"
 * BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 */

package kotlin.collections

import kotlin.internal.PlatformDependent
Returns an iterator over the elements of this collection that supports removing elements during iteration. *param T the type of element being iterated over. The mutable iterator is covariant on its type.

*public interface MutableIterable&lt;T&gt; { ... Returns an iterator over the elements of this collection that supports removing elements during iteration. *param T the type of element being iterated over. The mutable iterator is covariant on its type.

*public interface MutableList&lt;E&gt; { ... Returns an iterator over the elements of this sequence that supports removing elements during iteration. *param E the type of elements contained in the collection. The collection is covariant on its element type.

*public interface Collection&lt;E&gt; { ... A generic collection of elements. Methods in this interface support only read-only access to the collection. *param E the type of elements contained in the collection. The collection is covariant on its element type.

*public interface Iterable&lt;T&gt; { ... Returns an iterator over the elements of this object. *param T the type of element being iterated over. The iterator is covariant on its type.
between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).

* The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa.

* The elements are appended in the order they appear in the [elements] collection.

* Returns the number of key/value pairs in the map.

* Returns the value corresponding to the key.

* Returns the value corresponding to the given [key], or `null` if such
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* distributed under the License is distributed on an "AS IS" BASIS, * WITHOUT WARRANTIES
OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language

governing permissions and limitations under the License.
* The type with only one value: the 'Unit' object. This type corresponds to the 'void' type in Java.
* public object Unit { * you may not use this file except in compliance with the
License. * You may obtain a copy of the License at
http://www.apache.org/licenses/LICENSE-2.0
* Unlicensed by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS, * WITHOUT WARRANTIES
OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language

governing permissions and limitations under the License.

package kotlin

/**
 * The type with only
 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override
    fun toString() = "kotlin.Unit"
}

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 */
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /**
     * Generic type parameter (unsupported yet)
     */
    TYPE_PARAMETER,
    /**
     * Field, including property's backing field
     */
    FIELD,
    /**
     * Local variable
     */
    LOCAL_VARIABLE,
    /**
     * Value parameter of a function or a constructor
     */
    VALUE_PARAMETER,
    /**
     * Constructor only (primary or secondary)
     */
    CONSTRUCTOR,
    /**
     * Function (constructors are not included)
     */
    FUNCTION,
    /**
     * Property getter only
     */
    PROPERTY_GETTER,
    /**
     * Property setter only
     */
    PROPERTY_SETTER,
    /**
     * Type usage
     */
    TYPE,
    /**
     * Any expression
     */
    EXPRESSION,
    /**
     * File
     */
    FILE,
    /**
     * Type alias
     */
    @SinceKotlin("1.1")
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retentions.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    /**
     * Annotation isn't stored in binary output
     */
    SOURCE,
    /**
     * Annotation is stored in binary output, but invisible for reflection
     */
    BINARY,
    /**
     * Annotation is stored in binary output and visible for reflection (default
     * retention)
     */
    RUNTIME,
    /**
     * This meta-annotation indicates the code elements which are the possible targets of an annotation.
     * If the target meta-annotation is not present on an annotation declaration, the
     * annotation is applicable to the following elements:
     * 
     * [CLASS], [PROPERTY], [FIELD],
     * [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_SETTER],
     * [PROPERTY_GETTER]
     */
    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @MustBeDocumented
    public annotation class
    @property allowedTargets list of allowed annotation targets
    @property value @property necessary annotation retention (RUNTIME, BINARY or SOURCE)
    @property Repeatable
    @property MustBeDocumented
    public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

    @Target(AnnotationTarget.ANNOTATION_CLASS)
    public annotation class Repeatable

    @Target(AnnotationTarget.ANNOTATION_CLASS)
    @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)

    vararg val allowedTargets: AnnotationTarget
    @property allowedTargets list of allowed annotation targets
    @property value @property necessary annotation retention (RUNTIME, BINARY or SOURCE)
    @property value
    * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true. * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
    * [CLASS], [PROPERTY], [FIELD],
    * [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_SETTER],
    * [PROPERTY_GETTER].

    * The type with only
    * one value: the `Unit` object. This type corresponds to the `void` type in Java.
    */

    * public object Unit {
    * you may not use this file except in compliance with the
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http://www.apache.org/licenses/LICENSE-2.0
* Unlicensed by applicable law or agreed to in writing, software
* distributed under the License is distributed on an "AS IS" BASIS, * WITHOUT WARRANTIES
OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language

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package kotlin

/**
 * The type with only
 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
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    override
    fun toString() = "kotlin.Unit"
}

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    override
    fun toString() = "kotlin.Unit"
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    override
    fun toString() = "kotlin.Unit"
}

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 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
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public object Unit {
    override
    fun toString() = "kotlin.Unit"
}

package kotlin

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 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override
    fun toString() = "kotlin.Unit"
}

package kotlin

/**
 * The type with only
 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override
    fun toString() = "kotlin.Unit"
}
it's completely safe to use generic types as argument for such parameter.

```kotlin
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the
 * module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method
 * method java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z is defined in JDK (i.e. for major versions >= 8)

@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter,
 * including `this` and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code,
     * or `null` if the parameter has no name or its name is not available at
     * runtime.

     * Examples of nameless parameters include `this` instance for member functions,
     * extension receiver for extension functions or properties, parameters of Java methods
     * compiled without the debug information, and others.

     * `null` public val name: String
     * Type of this parameter. For a `vararg` parameter, this is the type of the corresponding array.
     * not the individual element.

     * Kind of this parameter.

     * `null` public val kind: Kind
     */
}
public fun contravariant(type: KType): KTypeProjection =
    KTypeProjection(KVariance.IN, type)

/**
 * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.
 * For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type of class `Number`.
 */
public fun covariant(type: KType): KTypeProjection =
    KTypeProjection(KVariance.OUT, type)

 KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,

    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE
}

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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteArrayIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun next() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

//...
fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*> && a.asDynamic().`$type$` === undefined) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length as Int
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++].asDynamic() = arr[j]
            }
        }
        return result
    }
}

fun booleanArrayOf() = withType("BooleanArray")

fun charArrayOf() = withType("CharArray", js("new Uint16Array([])"))

fun longArrayOf() = withType("LongArray", js("new LongArray([], 0)"))

fun withType(type: String, array: dynamic): dynamic {
    array.`$type$` = type
    return array
}

fun jsTypeOf(a: Any?): String = js("typeof a")

fun lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

fun lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

fun lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index].asDynamic() = src[index++].asDynamic()
    return dst
}

fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++].asDynamic() = defaultValue
    }
    return result
}

fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = arrayPlusCollection(array, dynamic, collection, Collection<T>())
    return result
}

fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>)

fun copyArrayType(source: Array<out Any>, result: Array<out Any>)

fun copyArrayGenericType(source: Array<out Any>, result: Array<out Any>, var index: Int)
```
@file:Suppress("UNCHECKED_CAST","RedundantVisibilityModifier")

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}

@SinceKotlin("1.3")
@PublishedApi
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>?

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
            intercepted_
            ?: (context[ContinuationInterceptor] ?: interceptedContinuation(this) ?: this)
            .also { intercepted_ = it }

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume
        while (true) {
            currentResult = resultContinuation
            currentException = null
            try {
                val outcome = doResume()
                if (outcome === COROUTINE_SUSPENDED)
                    return
                currentResult = outcome
                currentException = null
            } catch (exception: dynamic) { // Catch all exceptions
                currentResult = null
                currentException = exception.unsafeCast<Throwable>()
            }

            releaseIntercepted() // this state machine instance is terminating
            if (completion is CoroutineImpl) {
                current = completion
            } else {
                if (currentException == null) {
                    this.result = currentResult
                } else {
                    state = exceptionState
                    exception = currentException
                }
                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        return
                    currentResult = outcome
                    currentException = null
                } catch (exception: dynamic) { // Catch all exceptions
                    currentResult = null
                    currentException = exception.unsafeCast<Throwable>()
                }

                releaseIntercepted() // this state machine instance is terminating
                if (completion is CoroutineImpl) {
                    current = completion
                } else {
                    if (intercepted_ !== this)
                        completion.resumeWithException(intercepted_.exception)
                    return
                }
            }
        }
    }

    private fun releaseIntercepted() {
        val intercepted = intercepted_
        if (intercepted != null && intercepted !== this) {
            context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
        }
        this.intercepted_ = CompletedContinuation // just in case
    }

    protected abstract fun doResume(): Any?
}
```

public fun exceptionOrNull(): Throwable? =
    when (value) {
        is Failure -> value.exception
        else -> null
    }

/**
 * Returns a string \`Success(\$value)\` if this instance represents [success],
 * \`Failure(\$exception)\` if it is [failure], otherwise \`null\`.
 */
public val exceptionOrNull: String
    get() = when (value) {
        is Success -> "Success(\${value})"
        else -> "Failure(\${exception})"
    }

/**
 * Returns a string \`Success(\$value)\` if this instance represents
 * [success] and \`Failure(\$exception)\` if it is [failure], otherwise \`null\`.
 */
public override fun toString(): String =
    when (value) {
        is Success -> "Success(\${value})"
        else -> "Failure(\${exception})"
    }

    // companion with constructors

    /**
     * Companion object for [Result] class that contains its constructor functions
     * \[success\] and \[failure\].
     */
    public companion object {

        @InlineOnly
        @SinceKotlin("1.3")
        public inline fun <T> success(value: T): Result<T> =
            Result(value)

        @InlineOnly
        @SinceKotlin("1.3")
        public inline fun <T> failure(exception: Throwable): Result<T> =
            Result.createFailure(exception)

    internal class Failure(
        @JvmField
        val exception: Throwable
    ) : Serializable {
        override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
        override fun hashCode(): Int = exception.hashCode()
        override fun toString(): String = "Failure(\${exception})"
    }

    @PublishedApi
    @SinceKotlin("1.3")
    internal fun createFailure(exception: Throwable): Any =
        Result.Failure(exception)

    @PublishedApi
    @SinceKotlin("1.3")
    internal fun Result<*>.throwOnFailure() {
        if (value is Result.Failure) throw value.exception
    }

    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R> runCatching(block: () -> R): Result<R> {
        return try {
            Result.success(block())
        } catch (e: Throwable) {
            Result.failure(e)
        }
    }

    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
        return try {
            Result.success(block())
        } catch (e: Throwable) {
            Result.failure(e)
        }
    }

    // -- extensions ---

    /**
     * Returns the encapsulated value if this instance represents [success] or throws the
     * encapsulated [Throwable] exception if it is [failure].
     * Note, that this function rethrows any [Throwable] exception thrown by [onFailure] function.
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <T> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
        contract {
            callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
        }
        return when (val exception = exceptionOrNull()) {
            null ->
                value as T
            else -> onFailure(exception)
        }
    }

    /**
     * Returns the encapsulated value if this instance represents [success] or the
     * [defaultValue] if it is [failure].
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <T> Result<T>.getOrDefault(defaultValue: R): R {
        if (isFailure) return defaultValue
        return value as T
    }

    /**
     * Returns the result of [onSuccess] for the encapsulated value if this instance represents [success],
     * or the result of [onFailure] function for the encapsulated [Throwable] exception if it is [failure].
     * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] or [onFailure] function.
     */
    @InlineOnly
    @SinceKotlin("1.3")
    public inline fun <R, T : R> Result<T>.fold(onSuccess: (value: T) ->
R, onSuccess: (exception: Throwable) -> R
l
onFailure: (exception: Throwable) -> R |null contract { main callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE) callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE) } |null return when (val exception = exceptionOrNull()) { null -> onSuccess(value as T) null else -> onFailure(exception) } |null } |null */ |null * Returns the encapsulated result of the given [transform] function applied to the encapsulated value
* if this instance represents [success][Result.isSuccess] or the
* original encapsulated [Throwable] exception if it is [failure][Result.isFailure]. * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* See [mapCatching] for an alternative that encapsulates exceptions.

Result<T>.map(transform: (value: T) -> R): Result<R> { main contract { main callsInPlace(transform, InvocationKind.AT_MOST_ONCE) } |null return when (null isSuccess -> Result.isSuccess(transform(value as T)) null else -> Result(value) } |null */ |null * Returns the encapsulated result of the given [transform] function applied to the encapsulated value
* if this instance represents [success][Result.isSuccess] or the
* original encapsulated [Throwable] exception if it is [failure][Result.isFailure]. * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* See [map] for an alternative that rethrows exceptions from `transform` function.

Result<T>.mapCatching(transform: (value: T) -> R): Result<R> { main return when (null isSuccess -> runCatching { transform(value as T) } null else -> Result(value) } |null */ |null * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception
* if this instance represents [success][Result.isSuccess] or the
* original encapsulated value if it is [failure][Result.isFailure]. * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* See [recoverCatching] for an alternative that encases exceptions.

Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> { main return when (null isSuccess -> runCatching { transform(exception) } null else -> Result(exception) } |null */ |null * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception
* if this instance represents [failure][Result.isFailure] or the
* original encapsulated value if it is [success][Result.isSuccess]. * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
* See [recover] for an alternative that rethrows exceptions.

Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> { main contract { main callsInPlace(action, InvocationKind.AT_MOST_ONCE) } |null return when (val exception = exceptionOrNull()) { null -> this
null else -> Result.isSuccess(transform(exception)) |null */ |null * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure]. * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.

Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> { main contract { main callsInPlace(action, InvocationKind.AT_MOST_ONCE) } |null return this
null */ |null * Performs the given [action] on the encapsulated value
* if this instance represents [success][Result.isSuccess]. * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.

// -------------------
Result<T>)

/**
 * Classes and interfaces marked with this annotation are restricted when used as receivers
 for extension `suspend` functions. These `suspend` extensions can only invoke other member or extension
 `suspend` functions on this particular receiver and are restricted from calling arbitrary suspension functions.
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public inline fun <T> Continuation<T>.resumeWith(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is thrown right after the last suspension point.
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a Continuation instance with the given [context] and implementation of [resumeWith] method.
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine without a receiver and with result type [T].
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public fun <T> (suspend () -> T).createCoroutine(
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Starts a coroutine without a receiver and with result type [T].
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Obtains the current continuation instance inside suspend functions and suspends
 */
@Annotated
@Retention(AnnotationRetention.RUNTIME)
public suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineUninterceptedOrReturn {
        c: Continuation<T> ->
        val safe = SafeContinuation(c.intercepted())
        block(safe)
    }
safe.getOrThrow()  
}@SinceKotlin("1.3")@Suppress("WRONG_MODIFIER_TARGET")@InlineOnly
public suspend inline val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }

/**
 * Returns the context of the current coroutine.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @SinceKotlin("1.3")
 * @Suppress("WRONG_MODIFIER_TARGET")
 * @InlineOnly
 * @package kotlin.coroutines.intrinsics
 * @import kotlin.coroutines.*

 /**
 * Creates unintercepted coroutine with receiver type [R] and result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * The [completion] continuation is invoked when coroutine completes with result or exception.
 * This function returns unintercepted continuation.
 * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `on * both the coroutine and [completion] happens in the invocation context established by
 * [ContinuationInterceptor].
 */
@SinceKotlin("1.3")
public actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(completion: Continuation<T>): Any? =
    this.asDynamic()(receiver, completion, false)

/**
 * Creates unintercepted coroutine without receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through
 * [ContinuationInterceptor].
 */
@SinceKotlin("1.3")
public actual fun <T> (suspend () -> T).createCoroutineUnintercepted(completion: Continuation<T>): Any? =
    this.asDynamic()(completion, false)

safe.getOrThrow()  
}@SinceKotlin("1.3")@Suppress("WRONG_MODIFIER_TARGET")@InlineOnly
public suspend inline val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }

/**
 * Returns the context of the current coroutine.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @SinceKotlin("1.3")
 * @Suppress("WRONG_MODIFIER_TARGET")
 * @InlineOnly
 * @package kotlin.coroutines.intrinsics
 * @import kotlin.coroutines.*

 /**
 * Creates unintercepted coroutine with receiver type [R] and result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * The [completion] continuation is invoked when coroutine completes with result or exception.
 * This function returns unintercepted continuation.
 * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `on * both the coroutine and [completion] happens in the invocation context established by
 * [ContinuationInterceptor].
 */
@SinceKotlin("1.3")
public actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(completion: Continuation<T>): Any? =
    this.asDynamic()(receiver, completion, false)

/**
 * Creates unintercepted coroutine without receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * The [completion] continuation is invoked when coroutine completes with result or exception.
 * This function returns unintercepted continuation.
 * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through
 * [ContinuationInterceptor].
 */
@SinceKotlin("1.3")
public actual fun <T> (suspend () -> T).createCoroutineUnintercepted(completion: Continuation<T>): Any? =
    this.asDynamic()(completion, false)
[ContinuationInterceptor] that might be present in the completion’s [CoroutineContext]. It is the invoker’s responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of this coroutine and [completion] happens in the invocation context established by invoking [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. [suspend R.() -> T].createCoroutineUnintercepted(receiver: R, completion: Continuation<T>): Continuation<Unit> = if (this.asDynamic().length == 3) { // When ‘suspended’ is true the continuation is created, but not executed. this.asDynamic()(receiver, completion, true) } else { createCoroutineFromSuspendFunction(completion) } [ContinuationInterceptor].intercepted() can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by invoking [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. createCoroutineUnintercepted(receiver: R, completion: Continuation<T>): Continuation<Unit> = // Kotlin/JS suspend lambdas have an extra parameter ‘suspended’ if (this.asDynamic().length == 3) { // When ‘suspended’ is true the continuation is created, but not executed. this.asDynamic()(receiver, completion, true) } else { createCoroutineFromSuspendFunction(completion) } [ContinuationInterceptor].intercepted() can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by invoking [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. createCoroutineUnintercepted or [suspendCoroutineUninterceptedOrReturn]. This function shall be used on the immediate result of invoking [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn], in which case it checks for [ContinuationInterceptor] in the continuation’s [context]. [ContinuationInterceptor] invokes, caches and returns the result. If this function is invoked on other [Continuation] instances it returns ‘this’ continuation unchanged. Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. `suspend R.() -> T`.createCoroutineUnintercepted receiver: R, completion: Continuation<T>: Continuation<Unit> = ...
Double = js("Kotlin").doubleFromBits(bits).unsafeCast<Double>()

/**
 * Returns a bit representation of the specified floating-point value as [Int] * according to the IEEE 754 floating-point "single format" bit layout.
 * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent, * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.
 */
*@
 sinceKotlin("1.2") @ library("floatToBits") @ public actual fun Float.toBits(): Int = definedExternally

**@
 sinceKotlin("1.2") @ library("floatToRawBits") @ public actual fun Float.toRawBits(): Int = definedExternally

**@
 sinceKotlin("1.2") @@ kotlin.internal.InlineOnly @ public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()

package kotlin.text

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
sinceKotlin("1.2") @ library("longToString") @ public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
sinceKotlin("1.3") @ experimentalUnsignedTypes @ public actual fun MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
sinceKotlin("1.2") @ public actual fun CharSequence.elementAt(index: Int):Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
sinceKotlin("1.3") @ experimentalUnsignedTypes @ public actual fun UCharArray.elementAt(index: Int): UChar {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
sinceKotlin("1.3") @ experimentalUnsignedTypes @ public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
sinceKotlin("1.3") @ experimentalUnsignedTypes @ public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @since 1.3
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
Json): JQuery = asDynamic().dialog(params)\n
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")\n\npublic inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)\n
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")\n\npublic inline fun JQuery.dialog(mode: String, value: Any?): JQuery = asDynamic().dialog(mode, value)\n
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")\n\npublic inline fun JQuery.button(): JQuery = asDynamic().button()\n
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")\n\npublic inline fun JQuery.accordion(): JQuery = asDynamic().accordion()\n
@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")\n\npublic inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)\n
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use `external` modifier instead", level = DeprecationLevel.ERROR)\n\npublic annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")\n\npublic annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")\n\npublic annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")\n\npublic annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
\ninternal annotation class library(public val name: String = "")

@Target(CLASS)
\ninternal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 *
 * This may be useful in the following cases:
 *
 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to
 *     prevent the compiler from reporting error.
 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer.
 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 *
 * Example:
 *
 * ``` kotlin
 * class Person(val name: String) {
 *     fun hello() {
 *         println("Hello $name!")
 *     }
 *
 *     @JsName("helloWithGreeting")
 *     fun hello(greeting: String) {
 *         println("$greeting $name!")
 *     }
 * }
 * ```
 *
 * @property name the name which compiler uses both for declaration itself and for all references to the declaration.
 *           It's required to denote a valid JavaScript identifier.
 *
 * @see

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JsNonModule

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule(val import: String)

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule

/**
 * Denotes an `external` declaration that can be used without module system. By default, an `external` declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system. Some Java Script libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available* as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation. For example:

```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}

@JsModule("jquery")
@JsNonModule
@JsName("$")
external fun JQuery(element: Element): JQuery
```

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsNonModule

/**
 * Adds prefix to `external` declarations in a source file.
 * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects. The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules) or to plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.
 * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation. For example:

```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
@JsQualifier("my.jsPackageName")
external fun foo(x: Int): String
```

@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class JsQualifier(val value: String)

/**
 * Marks experimental JS export annotations.
 * Note that behaviour of these annotations will likely be changed in the future. Usages of such annotations will be reported as warnings unless an explicit opt-in with [OptIn] annotation, e.g. `@OptIn(ExperimentalJsExport::class)`, or with the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class ExperimentalJsExport

/**
 * Exports top-level declaration.
 * Used in future IR-based backend.
 * Has no effect in current JS backend.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
public annotation class Synchronized

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class Volatile

* * *
var modified = false
for (element in elements) {
    if (add(element)) modified = true
}
return modified
}

actual override fun removeAll(elements: Collection<E>): Boolean = (this as MutableList<E>).removeAll { it in elements }

actual override fun retainAll(elements: Collection<E>): Boolean = removeAll {
    if (get(index) == element) {
        return index
    }
}
return -1
}

actual override fun lastIndexOf(element: E): Int {
    for (index in lastIndex downTo 0) {
        if (get(index) == element) {
            return index
        }
    }
    return -1
}

actual override fun indexOf(element: E): Int {
    for (index in 0..lastIndex) {
        if (get(index) == element) {
            return index
        }
    }
    return -1
}

actual override fun iterator(): MutableListIterator<E> = listIterator(0)

actual override fun listIterator(index: Int): MutableListIterator<E> = listIteratorImpl(index)

actual override fun listIterator(): MutableListIterator<E> = listIteratorImpl(0)

actual override fun removeAt(index: Int): E

abstract override fun add(index: Int, element: E): Unit

abstract override fun removeAt(index: Int): Unit

@JsName("toJSON")
open fun toJSON(): Any = this.toArray().toArray()
override fun previousIndex(): Int = index - 1

override fun add(element: E) { add(index, element) }  

override fun get(index: Int): E = AbstractList.checkElementIndex(index, _size) 

override fun removeAt(index: Int): E {
    AbstractList.checkElementIndex(index, _size) 
    val result = list.removeAt(fromIndex + index) 
    _size--
    return result
}

override fun set(index: Int, element: E): E {
    AbstractList.checkElementIndex(index, _size) 
    return list.set(fromIndex + index, element, element) 
}

override fun size: Int get() = _size

actual override fun clear() {
    entries.clear()
}

actual override fun put(key: K, value: V): V? {
}

actual override fun putAll(from: Map<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasNext(): Boolean = entryIterator.hasNext()

override fun next(): K = entryIterator.next().key

override fun remove() = entryIterator.remove()

override fun add(element: K): Boolean = throw UnsupportedOperationException("Add is not supported on keys")

override fun clear() {
    this@AbstractMutableMap.clear()
}

override operator fun contains(element: K): Boolean = containsKey(element)

override operator fun iterator(): Iterator<K> = entryIterator.iterator()

override fun remove(element: K): Boolean {
    if (containsKey(element)) {
        val result = list.removeAt(fromIndex + index) 
        _size--
        return result
    }
    return false
}

override val size: Int get() = _size

actual override fun putAll(from: Collection<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasPrevious(): Boolean = entryIterator.hasPrevious()

override fun previous(): K = entryIterator.previous().key

override fun remove() = entryIterator.remove()

override fun add(element: K): Boolean {
    if (containsKey(element)) {
        val result = list.removeAt(fromIndex + index) 
        _size--
        return result
    }
    return false
}

override fun clear() {
    entries.clear()
}

override fun putAll(from: Collection<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasPrevious(): Boolean = entryIterator.hasPrevious()

override fun previous(): K = entryIterator.previous().key

override fun remove() = entryIterator.remove()

override fun add(element: K): Boolean {
    if (containsKey(element)) {
        val result = list.removeAt(fromIndex + index) 
        _size--
        return result
    }
    return false
}

override fun clear() {
    entries.clear()
}

override fun putAll(from: Collection<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasPrevious(): Boolean = entryIterator.hasPrevious()

override fun previous(): K = entryIterator.previous().key

override fun remove() = entryIterator.remove()

override fun add(element: K): Boolean {
    if (containsKey(element)) {
        val result = list.removeAt(fromIndex + index) 
        _size--
        return result
    }
    return false
}

override fun clear() {
    entries.clear()
}

override fun putAll(from: Collection<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasPrevious(): Boolean = entryIterator.hasPrevious()

override fun previous(): K = entryIterator.previous().key

override fun remove() = entryIterator.remove()

override fun add(element: K): Boolean {
    if (containsKey(element)) {
        val result = list.removeAt(fromIndex + index) 
        _size--
        return result
    }
    return false
}

override fun clear() {
    entries.clear()
}

override fun putAll(from: Collection<out K, V>) {
    for ((key, value) in from) {
        put(key, value)
    }
}

override fun hasPrevious(): Boolean = entryIterator.hasPrevious()

override fun previous(): K = entryIterator.previous().key

override fun remove() = entryIterator.remove()
hasNext(): Boolean = entryIterator.hasNext()

override fun remove(): V = entryIterator.remove().value

override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        if (key == entry.key) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}

actual override fun add(key: K, value: V): Boolean {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        if (key == entry.key) {
            return false
        }
    }
    val newEntry = entryIterator.next()
    entryIterator = entryIterator.iterator()
    entryIterator.add(newEntry.key, newEntry.value)
    return true
}

actual override fun contains(key: K): Boolean {
    return findEntry(key) != null
}

actual override fun containsAll(elements: Collection<K>): Boolean {
    return elements.all { contains(it) }
}

actual override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.orderedEquals(this, other)
}

override fun hashCode(): Int = AbstractList.orderedHashCode(this)

actual actual override fun remove(key: K): V? {
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}


rangeCheck(index)
modCount++
return if (index == lastIndex)
array.asDynamic().splice(index, 1)

override fun remove(element: Any?): Boolean {
for (index in array.indices) {
if (array[index] == element) {
array.asDynamic().splice(index, 1)
modCount++
return true
}
}
return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
modCount++
array.asDynamic().splice(fromIndex, toIndex - fromIndex)
actual override fun clear() {
array = emptyArray()
modCount++
}

actual override fun remove(element: E): Boolean {
for (index in array.indices) {
if (array[index] == element) {
array.asDynamic().splice(index, 1)
modCount++
return true
}
}
return false
}

override fun clear() {
array = emptyArray()
modCount++
}

actual override fun indexOf(element: E): Int = array.indexOf(element)

actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

override fun toString() = arrayToString(array)

override fun toArray(): Array<Any?> = js("["]").slice.call(array)

private fun rangeCheck(index: Int) = index.apply {
AbstractList.checkElementIndex(index, size)
}

private fun insertionRangeCheck(index: Int) = index.apply {
AbstractList.checkPositionIndex(index, size)
}

package kotlin.collections

internal fun sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
if (getStableSortingIsSupported()) {
array.asDynamic().sort(comparison)
} else {
mergeSort(array.unsafeCast<Array<T>>(0), 0, array.lastIndex, Comparator(comparison))
}

internal fun sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
if (getStableSortingIsSupported()) {
val comparison = { a: T, b: T -> comparator.compare(a, b) }
array.asDynamic().sort(comparison)
} else {
mergeSort(array.unsafeCast<Array<T>>(0), 0, array.lastIndex, comparator)
}

internal fun<T> sortArray(array: Array<out T>) {
if (getStableSortingIsSupported()) {
val comparison = { a: T, b: T -> a.compareTo(b) }
array.asDynamic().sort(comparison)
} else {
mergeSort(array.unsafeCast<Array<T>>(0), 0, array.lastIndex, naturalOrder())
}
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
_stableSortingIsSupported?.let { return it }
_stableSortingIsSupported = false
val array = js("["]").unsafeCast<Array<Int>()
for (index in 0 until 600) {
array.asDynamic().push(index)
val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
array.asDynamic().sort(comparison)
for (index in 1 until array.size) {
val a = array[index - 1]
val b = array[index]
if (a and 3 == (b and 3) && a >= b) return false
}
_stableSortingIsSupported = true
return true
}

private fun mergeSort(array: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
if (start == end) {
return array
}
val median = (start + end) / 2
val left = mergeSort(array, buffer, start, median, comparator)
val right = mergeSort(array, buffer, median + 1, end, comparator)
val target = if (left <= buffer) array else buffer
// Merge.
var leftIndex = start
var rightIndex = median + 1
for (i in start..end) {
val leftValue = left[leftIndex]
val rightValue = right[rightIndex]
if (comparator.compare(leftValue, rightValue) <= 0) {
val target[i] = leftValue
leftIndex++
} else {
val target[i] = rightValue
rightIndex++
}
}
return target
}

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 * license/LICENSE.txt file.
 */

package kotlin.collections

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun<T> Array<out T>.contentDeepHashCodeImpl(): Int {...
```java
var result = 1
for (element in this) {
    val elementHash = when {
        element == null -> 0
        isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()
        element is UByteArray -> element.contentHashCode()
        element is UShortArray -> element.contentHashCode()
        element is UIntArray -> element.contentHashCode()
        element is ULongArray ->
        else -> element.hashCode()
    }

    result = 31 * result + elementHash
}
return result
} /*
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 * license/LICENSE.txt file.
 */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the
     * hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2

        override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
    }
} /*
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 * license/LICENSE.txt file.
 */
/*
 * Based on GWT
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap] interface.
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 * @param initialCapacity the initial capacity (ignored)
 * @param loadFactor      the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or load factor are negative
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this() {
        // This implementation of HashMap has no need of load factors or capacities.
        require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }

        require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }
    }

    /**
     * Constructs an instance of [HashMap] filled with the contents of the
     * specified [original] map.
     */
    actual constructor(original: Map<out K, V>) : this() {
        this.putAll(original)
    }

    actual override fun clear() {
        internalMap.clear()
郛StructureChanged(this@HashMap)
    }

    actual override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    actual override fun containsValue(value: V): Boolean = internalMap.any {
        equality.equals(it.value, value) }

    actual override fun containsEntry(element: MutableEntry<K, V>): Boolean = containsEntry(element)

    actual override operator fun get(key: K): V? = internalMap.get(key)

    actual override fun put(key: K, value: V): V? =
```
internalMap.put(key, value)\n\nactual override fun remove(key: K): V? = internalMap.remove(key)\n\nactual override val size: Int get() = internalMap.size\n\n/**\n * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n */\n@unstable fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {\n\n    return\n    HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs).null }\n}/\n\nCopyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */\n\n/*\n * Based on GWT HashSet\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Constructs a new empty [HashSet].\n */\npublic fun <V> stringSetOf(vararg elements: String): HashSet<String> {
    return
    HashSet(stringMapOf<Any>()).apply { addAll(elements) }\n}/\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\nimport kotlin.collections.AbstractMutableMap.SimpleEntry\n\n/**\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n */\n@unstable\ninternal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()\n    override var size: Int = 0\n        private set \n
    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)\n        val chainOrEntryOrNull = getChainOrEntryOrNull(hashCode)\n        if (chainOrEntryOrNull == null) {
            // This is a new chain, put it to the map.\n            backingMap[hashCode] = SimpleEntry(key, value)\n        } else {
            (chainOrEntryOrNull as Array<*>).findEntryInChain(key)\n        }
    }

    override fun clear() {\n        backingMap.clear()\n    }

    override fun contains(element: K): Boolean = backingMap.containsKey(element)\n
    override fun isEmpty(): Boolean = backingMap.isEmpty()\n
    override fun iterator(): MutableListIterator<K> = backingMap.keys.iterator()
private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =
    firstOrNull { entry ->
        equality.equals(entry.key, key)
    }

override fun iterator(): MutableIterator<MutableEntry<K, V>> {
    return object : MutableIterator<MutableEntry<K, V>> {
        var state = -1 // -1 not ready, 0 - ready, 1 - done
        var chainOrEntry: dynamic = null
        var isChain = false
        var itemIndex = -1
        var lastEntry: MutableEntry<K, V>? = null

        private fun computeNext(): Int {
            if (chainOrEntry != null && isChain) {
                val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
                if (++itemIndex < chainSize)
                    return 0
            }

            if (++keyIndex < keys.size) {
                chainOrEntry = backingMap[keys[keyIndex]]
                isChain = chainOrEntry is Array<*>
                itemIndex = 0
                return 0
            } else {
                chainOrEntry = null
                return 1
            }
        }

        override fun hasNext(): Boolean {
            if (state == -1)
                state = computeNext()
            return state == 0
        }

        override fun next(): MutableEntry<K, V> {
            if (!hasNext()) throw NoSuchElementException()
            val lastEntry = if (isChain) {
                chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
            } else {
                chainOrEntry.unsafeCast<MutableEntry<K, V>>()
            }
            this.lastEntry = lastEntry
            state = -1
            return lastEntry
        }

        override fun remove() {
            checkNotNull(lastEntry)
            this@InternalHashCodeMap.remove(lastEntry!!.key)
            lastEntry = null
        }
    }
}
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```kotlin
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string. * Though this map is instantiated only with K=String, the K type is not fixed to String statically, * because we want to have it erased to Any? in order not to generate type-safe override bridges for * [get], [contains], [remove] etc, if they ever are generated. * * An internal class InternalStringMap<K, V> override val equality: EqualityComparator : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap() override override var size : Int = 0

    override operator fun get(key: K): V? {
        if (key !is String) return null
        return backingMap[key] !== undefined ??

    override operator fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value

        if (oldValue === undefined) {
            size++
            return null
        } else {
            oldValue.unsafeCast<V>() return oldValue
        }

    override override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object :
```

/*
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 * *
"
private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

    private inner class EntryIterator : MutableIterator<MutableEntry<K, V>> {
        // The last entry that was returned from this iterator.
        var last: ChainEntry<K, V>? = null

        // The next entry to return from this iterator.
        var next: ChainEntry<K, V>? = null

        init {
            next = head
            recordLastKnownStructure(map, this)
        }

        override fun hasNext(): Boolean {
            return next !== null
        }

        override fun next(): MutableEntry<K, V> {
            if (!hasNext()) throw NoSuchElementException()

            val current = next!!
            last = current
            next = current.nexttakeIf { it !== head }
            return current
        }

        override fun remove() {
            check(last != null)

            last!!.remove()
            map.remove(last!!.key)
            recordLastKnownStructure(map, this)
            last = null
        }
    }

    override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

    override fun clear() {
        this@LinkedHashMap.clear()
    }

    override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

    override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()

    override fun remove(element: MutableEntry<K, V>): Boolean {
        if (contains(element)) {
            this@LinkedHashMap.remove(element.key)
            return true
        }
        return false
    }

    override val size: Int get() = this@LinkedHashMap.size

    private var head: ChainEntry<K, V>? = null

    /**
     * Add this node to the end of the chain.
     */
    private fun ChainEntry<K, V>.addToEnd() {
        // This entry is not in the list.
        check(next == null && prev == null)

        val _head = head
        if (_head == null) {
            head = this
            next = this
            prev = this
        } else {
            // Chain is valid.
            val _tail = checkNotNull(_head.prev)
            // Update me.
            prev = _tail
            next = _head
            // Update my new siblings: current head and old tail.
            _head.prev = this
            _tail.next = this
        }
    }

    /**
     * Remove this node from the chain it is a part of.
     */
    private fun ChainEntry<K, V>.remove() {
        if (this.next === this) {
            // if this is single element, remove head
            head = null
        } else {
            if (head === this) {
                // if this is first element, move head to next
                head = next
            }
            next!!.prev = prev
            prev!!.next = next
        }
        next = null
        prev = null
    }

    /*
     * The hashmap that keeps track of our entries and the chain. Note that we
     * duplicate the key here to eliminate changes to HashMap and minimize the
     * code here, at the expense of additional space.
     */
    private val map: HashMap<K, ChainEntry<K, V>>

    /**
     * Constructs an empty [LinkedHashMap] instance.
     */
    constructor() : super()

    constructor(backingMap: HashMap<K, Any>) : super() {
        @Suppress("UNCHECKED_CAST") // expected to work due to erasure
        map = backingMap as HashMap<K, ChainEntry<K, V>>
    }

    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
        map = HashMap<K, ChainEntry<K, V>>()
    }

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    constructor(original: Map<out K, V>) {
        map = HashMap<K, ChainEntry<K, V>>()
        this.putAll(original)
    }

    actual override fun clear() {
        map.clear()
        head = null
        override fun clone(): Any
            return LinkedHashMap(this)
    }

    actual override fun containsKey(key: K): Boolean
        return map.containsKey(key)

    actual override fun containsValue(value: V): Boolean {
        var node: ChainEntry<K, V> = head
        do {
            if (node.value == value) {
                return true
            }
            node = node.next!!
        } while (node != head)
        return false
    }

    actual override fun forEachBlock(block: (MutableEntry<K, V>) -> Unit) {
        if (map == null) return
        map.forEach { key, entry -> block(MutableEntry(key, entry.value)) }
    }

    actual override fun get(key: K): V?
        return map[key]

    actual override fun getOrDefault(key: K, defaultValue: V): V
        return map.getOrElse(key) { defaultValue }

    actual override fun remove(key: K): V?
        return map.remove(key)

    actual override fun remove(key: K, value: V): Boolean
        return map.remove(key, value)

    actual override fun put(key: K, value: V): V
        return map[key] = value

    actual override fun putAll(map: Map<out K, V>): Boolean
        return map.putAll(map)

    actual override fun putIfAbsent(key: K, value: V): Boolean
        return map.putIfAbsent(key, value)

    actual override fun putIfPresent(key: K, value: V): Boolean
        return map.putIfPresent(key, value)

    actual override fun size(): Int
        return map.size

    actual override fun values(): Set<V?>
        return map.values

    actual override fun values(): List<V?>
        return map.values.toList()

    actual override fun containsEntry(element: MutableEntry<K, V>): Boolean
        return map.containsKey(element.key)

    actual override fun containsValue(value: V) = containsEntry(MutableEntry(null, value))

    internal override fun linkedList(): LinkedList<MutableEntry<K, V>>
        return LinkedList<MutableEntry<K, V>>(map.values.toLinkedList())

    internal override fun linkedListIfAbsent(key: K) = linkedList()

    internal override fun linkedListIfPresent(key: K) = linkedList()

    override fun equals(other: Any?): Boolean
        return other is LinkedHashMap<K, V> && (map == other.map || map.contentEquals(other.map))

    override fun hashCode(): Int
        return map.hashCode()
createEntrySet(): MutableList<MutableMap.MutableEntry<K, V>> = EntrySet()

    actual override operator fun get(key: K): V? = map.get(key)?.value

    actual override fun put(key: K, value: V): V? {
        val old = map.get(key)
        if (old == null) {
            val newEntry = ChainEntry(key, value)
            map.put(key, newEntry)
            newEntry.addToEnd()
            return null
        } else {
            return old.setValue(value)
        }
    }

    actual override fun remove(key: K): V? {
        val entry = map.remove(key)
        if (entry != null) {
            entry.remove()
            return entry.value
        }
        return null
    }

    actual override val size: Int get() = map.size

}

/**
 * Constructs the specialized implementation of [LinkedHashMap] with [String]
 * keys, which stores the keys as properties of [String] object without hashing them.
 * */
public fun <V>
    linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}

/**
 * Copyright 2008 Google Inc.
 */
open fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

/**
 * @kotlin.internal.InlineOnly
 * */
actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * @kotlin.io
 * */
open class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("try.kotl.in")
internal class TryOutput : BaseOutput() {
    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}


override fun print(message: Any?) {
    buffer += String(message)
}

override fun flush() {
    buffer = ""
}

/**
 * JsName used to make the declaration available outside of module to test it
 */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/**
 * JsName used to make the declaration available outside of module to test it and use at try.kotl.in
 */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String = js("String")(value)

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}

/*
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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
            return COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED
            delegate.resumeWith(result) } else -> throw IllegalStateException("Already resumed")
    }

    return COROUTINE_SUSPENDED
}

return COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
result is Result.Failure -> throw result.exception
else -> result // either

result == COROUTINE_SUSPENDED
return COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
result is Result.Failure -> throw result.exception
else -> result // either

result == COROUTINE_SUSPENDED or data

result == COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
result is Result.Failure -> throw result.exception
else -> result // either

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*/

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)

    public constructor(dateString: String)

    public constructor(year: Int, month: Int)

    public constructor(year: Int, month: Int, day: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)

    public fun getDate(): Int

    public fun getDay(): Int

    public fun getFullYear(): Int

    public fun getHours(): Int

    public fun getMilliseconds(): Int

    public fun getMinutes(): Int

    public fun getSeconds(): Int

    public fun getMilliseconds(): Int

    public fun getMinutes(): Int

    public fun getSeconds(): Int

    public fun getTime(): Int

    public fun getTimezoneOffset(): Int

    public fun getUTCDate(): Int

    public fun getUTCDay(): Int

    public fun getUTCFullYear(): Int

    public fun getUTCMilliseconds(): Int

    public fun getUTCMinutes(): Int

    public fun getUTCHours(): Int

    public fun getUTCSeconds(): Int

    public fun setDate(): Int

    public fun setTime(): Int

    public fun setMilliseconds(): Int

    public fun setMinutes(): Int

    public fun setSeconds(): Int

    public fun toISOString(): String

    public fun toUTCString(): String

    @PublishedApi
    internal actual fun get() {
        return getUTCDate() + getUTCMilliseconds() / 1000
    }

    @PublishedApi
    internal actual fun getUTC() {
        return getUTCDate() + getUTCMilliseconds() / 1000
    }

    @PublishedApi
    internal actual fun toEpochTime(): Long
    return getUTC() * 1000
}

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 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}
getMinutes(): Int

public fun getMonth(): Int

public fun getSeconds(): Int

public fun getTime(): Double

public fun getTimezoneOffset(): Int

public fun getUTCDate(): Int

public fun getUTCDay(): Int

public fun getUTCFullYear(): Int

public fun getUTCMinutes(): Int

public fun getUTCMonth(): Int

public fun getUTCMilliseconds(): Int

public fun toDateString(): String

public fun toISOString(): String

public fun toJSON(): Json

public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String

public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

public fun toUTCString(): String

val now: Double = Date().time

val parse(dateString: String): Double

val UTC(year: Int, month: Int): Double

val UTC(year: Int, month: Int, day: Int): Double

val UTC(year: Int, month: Int, day: Int, hour: Int): Double

val UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double


val LocaleOptions(): LocaleOptions = {}
\n\nreturn false;"/>*/n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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*/
*/n
@file:kotlin.jvm.JvmMultifileClass*/n@file:kotlin.jvm.JvmName("StringsKt")*/n
package
kotlin.text*/n

/**
 * Converts the string into a regular expression [Regex] with the default options.
 */
@kotlin.internal.InlineOnly*/n
public inline fun String.toRegex(): Regex = Regex(this)

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
@kotlin.internal.InlineOnly*/n
public inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)

/**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
@kotlin.internal.InlineOnly*/n
public inline fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)

* * *
sequence from which a subsequence is appended. If [value] is `null`, then characters are appended as if [value] contained the four characters `\`null``. The inserted characters go in same order as in the [value] array, starting at [index].

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder
```

```kotlin
/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 *
 * The inserted characters go in same order as in the [value] array, starting at [index].
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
```

```kotlin
/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 *
 * The inserted characters go in same order as in the [value] character sequence, starting at [index].
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder
```

```kotlin
@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)
```

```kotlin
/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
```

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =
```

```kotlin
/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}
```

```kotlin
/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}
```

```kotlin
package kotlin.dom
```

```kotlin
import org.w3c.dom.*
```

```kotlin
/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE
```

```kotlin
/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE
```

```kotlin
/**
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 * LICENSE.txt file. *\n *\n */
```

```kotlin
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```
String?) : this(message, null) {
    Error::class.js.asDynamic().call(this, message, null)
}

    actual constructor(cause: Throwable?) : this(cause)
{
    Error::class.js.asDynamic().call(this, cause)
}

    actual constructor(cause: Throwable?) : this(cause)
{
    Error::class.js.asDynamic().call(this, cause)
}

    actual constructor() : this(null)
{
    Error::class.js.asDynamic().call(this, null)
}

public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause)
{
    Exception::class.js.asDynamic().call(this, message, cause)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause)
{
    RuntimeException::class.js.asDynamic().call(this, message, cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{
    IllegalArgumentException::class.js.asDynamic().call(this, message, cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{
    IllegalStateException::class.js.asDynamic().call(this, message, cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message)
{
    IndexOutOfBoundsException::class.js.asDynamic().call(this, message)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{
    ConcurrentModificationException::class.js.asDynamic().call(this, message, cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
{
    UnsupportedOperationException::class.js.asDynamic().call(this, message, cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message)
{
    NumberFormatException::class.js.asDynamic().call(this, message)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message)
{
    NullPointerException::class.js.asDynamic().call(this, message)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message)
{
    ClassCastException::class.js.asDynamic().call(this, message)
}

private actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    private constructor(message: String?, cause: Throwable?) : Error(message, cause)
}

actual constructor() : this()
{
    actual constructor() : this()
}

private constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    private constructor(message: String?, cause: Throwable?) : Error(message, cause)
}

public actual open class AssertionError private constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    private constructor(message: String?, cause: Throwable?) : Error(message, cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message)
{
    NumberFormatException::class.js.asDynamic().call(this, message)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message)
{
    NullPointerException::class.js.asDynamic().call(this, message)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message)
{
    ClassCastException::class.js.asDynamic().call(this, message)
}

actual constructor() : this()
{
    actual constructor() : this()
}

private constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    private constructor(message: String?, cause: Throwable?) : Error(message, cause)
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    AssertionError::class.js.asDynamic().call(this, message, cause)
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    AssertionError::class.js.asDynamic().call(this, message, cause)
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    AssertionError::class.js.asDynamic().call(this, message, cause)
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
{
    AssertionError::class.js.asDynamic().call(this, message, cause)
}

package kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each
 * group.
 */
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) {
        acc, _ -> acc + 1 }

/*
 * Groups elements from the [Grouping] source by key and counts elements in each
 * group.
 */
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) {
        acc, _ -> acc + 1 }
with the count of element in the group.

```kotlin
un */ @SinceKotlin("1.1")/*
un
```
@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue


@Suppress("UNCHECKED_CAST")
aggregate { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * It's invoked with parameters: `key` - the key of the group; `element` - the first element being encountered in that group.
 * If the [destination] map already has a value corresponding to some key, that value is used as an initial value of the accumulator for that group and the [initialValueSelector] function is not called for that group.
 * @param operation a function that is invoked on each element with the following parameters: `key` - the key of the group this element belongs to; `element` - the current value of the accumulator of the group; `acc` - the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo
 */

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { key, acc, e, first -> operation(if (first)
initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the same for each group.
 * @param operation a function that is invoked on each element with the following parameters: `acc` - the current value of the accumulator of the group; `element` - the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
 */

@Suppress("UNCHECKED_CAST")
aggregate { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each element with the following parameters: `key` - the key of the group this element belongs to; `element` - the current value of the accumulator of the group.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters: `key` - the key of the group this element belongs to; `element` - the current value of the accumulator of the group.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
 */
element from the source being accumulated.

@returns a [Map] associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.reduceByMaxVowels

@SinceKotlin("1.1")
    aggregate { key, acc, e, first ->
        @Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group.
 * An initial value of accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group
 * that value is used as an initial value of the accumulator for that group and the first element of that group is also
 * subjected to the [operation].
 * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
 *   - `accumulator`: the current value of the accumulator of the group;
 *   - `element`: the source being folded;
 * @returns the [destination] map associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowels
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(destination: M,
    operation: (key: K, accumulator: S, element: T) -> S): M =
    aggregateTo(destination) { key, acc, e, first ->
        @Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * An initial value of the counter for that group.
 * @returns the [destination] map associating the key of each group with the count of elements in the group.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

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 */

package kotlin.js

/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level = DeprecationLevel.WARNING)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", level = DeprecationLevel.ERROR)
    public val PI: Double
    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random"), level = DeprecationLevel.WARNING)
    public fun random(): Double
    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level = DeprecationLevel.ERROR)
    public fun abs(value: Double): Double
    @Deprecated("Use kotlin.math.acos

instead.

ReplaceWith("acos(value)\", \"kotlin.math.acos\"), level = DeprecationLevel.ERROR)

public fun acos(value: Double): Double

@Deprecated("Use kotlin.math.atan instead.\", ReplaceWith("atan(value)\", \"kotlin.math.atan\"), level = DeprecationLevel.ERROR)

public fun atan(value: Double: Double)

@Deprecated("Use kotlin.math.atan2 instead.\", ReplaceWith("atan2(y, x)\", \"kotlin.math.atan2\"), level = DeprecationLevel.ERROR)

public fun atan2(y: Double, x: Double: Double)

@Deprecated("Use kotlin.math.cos instead.\", ReplaceWith("cos(value)\", \"kotlin.math.cos\"), level = DeprecationLevel.ERROR)

public fun cos(value: Double)

@Deprecated("Use kotlin.math.sin instead.\", ReplaceWith("sin(value)\", \"kotlin.math.sin\"), level = DeprecationLevel.ERROR)

public fun sin(value: Double)

@Deprecated("Use kotlin.math.exp instead.\", ReplaceWith("exp(value)\", \"kotlin.math.exp\"), level = DeprecationLevel.ERROR)

public fun exp(value: Double)

@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)

public fun max(vararg values: Int: Int)

@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)

public fun max(vararg values: Float: Float)

@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)

public fun max(vararg values: Double: Double)

@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun min(vararg values: Int: Int)

@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun min(vararg values: Float: Float)

@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun min(vararg values: Double: Double)

@Deprecated("Use kotlin.math.sqrt instead.\", ReplaceWith("sqrt(value)\", \"kotlin.math.sqrt\"), level = DeprecationLevel.ERROR)

public fun sqrt(value: Double)

@Deprecated("Use kotlin.math.tan instead.\", ReplaceWith("tan(value)\", \"kotlin.math.tan\"), level = DeprecationLevel.ERROR)

public fun tan(value: Double)

@Deprecated("Use kotlin.math.ln instead.\", ReplaceWith("ln(value)\", \"kotlin.math.ln\"), level = DeprecationLevel.ERROR)

public fun log(value: Double)

@Deprecated("Use kotlin.math.pow instead.\", ReplaceWith("base.pow(exp)\", \"kotlin.math.pow\"), level = DeprecationLevel.ERROR)

public fun pow(base: Double, exp: Double)

@PublishedApi

internal fun trunc(value: Number: Number)

@PublishedApi

internal fun sinh(value: Double: Double)

@PublishedApi

internal fun cosh(value: Double: Double)

@PublishedApi

internal fun tanh(value: Double: Double)

@PublishedApi

internal fun asinh(value: Double: Double)

@PublishedApi

internal fun atanh(value: Double: Double)

@PublishedApi

internal fun hypot(x: Double: Double, y: Double: Double)

@PublishedApi

internal fun clz32(value: Int: Int)

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun minOf(a: Long, b: Long: Long)

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)

public fun maxOf(a: Long, b: Long: Long)

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 * LICENSE.txt file.
 */

package kotlin.js

/**
 * An interface for indexing access to a collection of
 * key-value pairs, where type of key is [String] and type of value is [Any?].
 */
public external interface Json {
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver
     * with [propertyName] as the argument. E.g. for next code:
     * ```js
     * j["prop"] + j.get(p)
     * ```
     * will be generated:
     * ```js
     * function test(j, p) {
     *     return j["prop"] + j[p];
     * }
     * ```
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls of the function will be translated to an assignment of [value] to the receiver indexed
     * (with square brackets/index operation) with [propertyName].
     */
    operator fun set(propertyName: String, value: Any?): Unit
}

/**
 * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
 */
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}

/**
 * Adds key-value pairs from [other] to [this]. Returns the original receiver.
 */
public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        if (other.asDynamic().hasOwnProperty(key)) {
            this[key] = other[key]
        }
    }
    return this
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: String): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String
    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
}

// region 
// region Double

/** Computes the sine of the angle [x] given in radians. Special cases:
 * * `sin(NaN)` is NaN
 */
public actual fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians. Special cases:
 * * `cos(NaN)` is NaN
 */
public actual fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians. Special cases:
 * * `tan(NaN)` is NaN
 */
public actual fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc cosine of the value [x] given in radians. Special cases:
 * * `acos(0)` is 0
 */
public actual fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc sine of the value [x] given in radians. Special cases:
 * * `asin(1)` is PI/2
 */
public actual fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc tangent of the value [x] given in radians. Special cases:
 * * `atan(0)` is 0
 */
public actual fun atan(x: Double): Double = nativeMath.atan(x)

// endregion
// endregion
'0.0' for \(x > 0\) and 'PI' for \(x < 0\)\n*  - \(\text{atan2}(0.0, 0.0)\) is '0.0' for \(x > 0\) and 'PI' for \(x < 0\)\n*  - \(\text{atan2}(y, +Inf)\) is '0.0' for \(x < y + Inf\) and '-PI' for \(x < y - Inf\)\n*  - \(\text{atan2}(y, -Inf)\) is 'PI' for \(x > y + Inf\) and '-PI' for \(x > y - Inf\)\n*  - \(\text{atan2}(0.0, y)\) is 'PI/2' for \(y > 0\) and '-PI/2' for \(y < 0\)\n*  - \(\text{atan2}(+Inf, x)\) is 'PI/2' for finite \(x\)\n*  - \(\text{atan2}(-Inf, x)\) is '-PI/2' for finite \(x\)\n*  - \(\text{atan2}(NaN, x)\) and \(\text{atan2}(y, NaN)\) is 'NaN'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)\n
/**
 * Computes the hyperbolic sine of the value \[x\].\n*  Special cases:\n*  - '\sinh(NaN)' is 'NaN'\n*  - '\sinh(+Inf)' is '+Inf'\n*  - '\sinh(-Inf)' is '-Inf'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)\n
/**
 * Computes the hyperbolic cosine of the value \[x\].\n*  Special cases:\n*  - '\cosh(NaN)' is 'NaN'\n*  - '\cosh(+Inf)' is '+Inf'\n*  - '\cosh(-Inf)' is '-Inf'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)\n
/**
 * Computes the hyperbolic tangent of the value \[x\].\n*  Special cases:\n*  - '\tanh(NaN)' is 'NaN'\n*  - '\tanh(+Inf)' is '+1.0'\n*  - '\tanh(-Inf)' is '-1.0'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)\n
/**
 * Computes the inverse hyperbolic sine of the value \[x\].\n* Special cases:\n*  - '\asinh(NaN)' is 'NaN'\n*  - '\asinh(+Inf)' is '+Inf'\n*  - '\asinh(-Inf)' is '-Inf'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)\n
/**
 * Computes the inverse hyperbolic cosine of the value \[x\].\n*  Special cases:\n*  - '\acosh(NaN)' is 'NaN'\n*  - '\acosh(+Inf)' is '+Inf'\n*  - '\acosh(-Inf)' is '-Inf'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)\n
/**
 * Computes the inverse hyperbolic tangent of the value \[x\].\n*  Special cases:\n*  - '\atanh(NaN)' is 'NaN'\n*  - '\atanh(+Inf)' is '+1.0'\n*  - '\atanh(-Inf)' is '-1.0'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)\n
/**
 * Computes the positive square root of the value \[x\].\n*  Special cases:\n*  - '\sqrt(x)' is 'NaN' when \(x < 0\) or \(x\) is 'NaN'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)\n
/**
 * Computes the natural logarithm (base \(E\)) of the value \[x\].\n*  Special cases:\n*  - '\ln(NaN)' is 'NaN'\n*  - '\ln(+Inf)' is '+Inf'\n*  - '\ln(-Inf)' is '0.0'\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual inline fun log(x: Double, base: Double) = nativeMath.log(x)\n
/**
 * Computes the logarithm of the value \[x\] with base \(b\).\n*  See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n
*\@SinceKotlin("1.2")\@InlineOnly\n
public actual function log(x: Double, base: Double) = nativeMath.log(x) \n
**
nativeMath.log2(x)\ln(n)^{*n} \text{ Computes } \ln(x + 1) \\ln(n)^{*n} \text{ This function can be implemented to produce more precise result for } [x] \text{ near zero.} \\ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } \ln(p(NaN)) \text{ is } NaN \\ln(n)^{*n} \text{ - } \ln(p(x)) \text{ is } NaN \text{ where } x < -1.0 \\ln(n)^{*n} \text{ - } \ln(p(1.0)) \text{ is } -Inf \\ln(n)^{*n} \text{ - } \ln(p(Inf)) \text{ is } +Inf \\ln(n)^{*n} \text{ @see [ln] function} \ln(n)^{*n} \text{ @see [expm1] function} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun ln1p(x: Double): Double = nativeMath.log1p(x)\ln(n)^{*n} \text{ Rounds the given value } [x] \text{ to an integer towards positive infinity.} \ln(n)^{*n} \text{ @return the smallest double value that is greater than or equal to the given value } [x] \text{ and is a mathematical integer.} \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\ln(n)^{*n} \text{ Rounds the given value } [x] \text{ to an integer towards negative infinity.} \ln(n)^{*n} \text{ @return the largest double value that is smaller than or equal to the given value } [x] \text{ and is a mathematical integer.} \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun floor(x: Double): Double = nativeMath.floor(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\ln(n)^{*n} \text{ Returns the absolute value of the given value } [x]. \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `abs(NaN)` is `NaN` \ln(n)^{*n} \text{ @see absoluteValue extension property for [Double] \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun abs(x: Double): Double = nativeMath.abs(x).unsafeCast<Double>() \ln(n)^{*n} \text{ Returns the sign of the given value } [x] \text{ towards the closest integer with ties rounded towards even integer.} \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun round(x: Double): Double = \ln(n)^{*n} \text{ if } (x \% 0.5 != 0.0) \text{ } \ln(n)^{*n} \text{ floor} = floor(x) \text{ } \ln(n)^{*n} \text{ return floor if } (floor \% 2 == 0.0) \text{ } \ln(n)^{*n} \text{ floor else ceil(x)} \ln(n)^{*n} \text{ Returns the smallest of two values.} \ln(n)^{*n} \text{ If either value is `NaN`, then the result is `NaN`.} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun min(a: Double, b: Double): Double = nativeMath.min(a, b).unsafeCast<Double>() \ln(n)^{*n} \text{ Returns the greater of two values.} \ln(n)^{*n} \text{ If either value is `NaN`, then the result is `NaN`.} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun max(a: Double, b: Double): Double = nativeMath.max(a, b).unsafeCast<Double>() \ln(n)^{*n} \text{ Raises this value to the power } [x]. \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `b.pow(0.0)` is `1.0` \ln(n)^{*n} \text{ - } `b.pow(1.0)` == `b` \ln(n)^{*n} \text{ - } `b.pow(NaN)` is `NaN` \ln(n)^{*n} \text{ - } `NaN.pow(x)` is `NaN` for `x != 0.0` \ln(n)^{*n} \text{ - } `b.pow(Inf)` is `NaN` for `abs(b) == 1.0` \ln(n)^{*n} \text{ - } `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun Double.pow(x: Double): Double = nativeMath.pow(this, x).unsafeCast<Double>() \ln(n)^{*n} \text{ Raises this value to the integer power } [n]. \ln(n)^{*n} \text{ See the other overload of [pow] for details.} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun Double.pow(n: Int): Double = nativeMath.pow(this, n.toDouble()).unsafeCast<Double>() \ln(n)^{*n} \text{ Returns the absolute value of this value.} \ln(n)^{*n} \text{ Special cases:} \ln(n)^{*n} \text{ - } `NaN.absoluteValue` is `NaN` \ln(n)^{*n} \text{ @see abs function} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline val Double.absoluteValue: Double = Double.abs(this).unsafeCast<Double>() \ln(n)^{*n} \text{ Returns this sign with the sign bit same as of the [sign] value.} \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble()).unsafeCast<Double>() \ln(n)^{*n} \text{ Returns the ulp (unit in the last place) of this value.} \ln(n)^{*n} \text{ An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.} \ln(n)^{*n} \text{ Special Cases:} \ln(n)^{*n} \text{ - } `NaN.ulp` is `NaN` \ln(n)^{*n} \text{ - } `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf` \ln(n)^{*n} \text{ - } `0.0.ulp` is `Double.MIN_VALUE` \ln(n)^{*n} \text{@SinceKotlin("1.2")}@InLineOnly@public actual val Double.ulp: Double = Double.withSign(0, this) \ln(n)^{*n} \text{ This is NaN if the ulp is not equal to zero.}
Double.MAX_VALUE -> this - this.nextDown()
else -> this.nextUp() - this

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this > 0 else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)
}

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this < 0 else -> Double.fromBits(this.toRawBits() + if (this < 0) -1 else 1)
}

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> this.nextUp()
    else /* to < this */ -> this.nextDown()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
}

// endregion

// region Float Math ========================================

/** Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y`/`x`.
 */
@SinceKotlin("1.2")
public actual fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()
for $0 < y < +\infty$ and `-PT` for `-\infty < y < 0` such as `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(+Inf, x)` is `-\pi/2` for finite `x` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, +Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.

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* `-atan2(y, 0.0)` is `-\pi/2` for `y > 0` and `-\pi/2` for `y < 0` * `-atan2(-Inf, x)` is `-\pi/2` for finite `x` * `-atan2(0.0, -Inf)` is `-\pi/2` for finite `x` * `-atan2(0.0, 0.0)` is `-\pi/2` for finite `x`.
\*\*\n@SinceKotlin("1.2\")\n@InlineOnly\npublic actual inline fun log2(x: Float): Float =
    nativeMath.log2(x.toDouble()).toFloat()

/**
 * Computes \(\log_2(x)\)
 * Special cases:
 * \(-\infty\) is `NaN` if \(x \leq 0\)
 * \(+0\) is `0.0` if \(x = 1\)
 * \(\pm\infty\) is `\pm\infty` if \(x > 0\)
 * 0 is `1.0` if \(x = 1\)
 * NaN is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Float): Float =
    nativeMath.log2(x.toDouble()).toFloat()
converts the result to [Int].

* Ties are rounded towards positive infinity.

`x.roundToInt()` == Int.MAX_VALUE when `x > Int.MAX_VALUE`

`x.roundToInt()` == Int.MIN_VALUE when `x < Int.MIN_VALUE`

 postfix @SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt()@n@n@n

* Rounds this [Float] value to the nearest integer and converts the result to [Long].

* Ties are rounded towards positive infinity.

`x.roundToLong()` == Long.MAX_VALUE when `x > Long.MAX_VALUE`

`x.roundToLong()` == Long.MIN_VALUE when `x < Long.MIN_VALUE`

 postfix @SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong()@n@n@n

** Absolute Value Method

`abs(n)` is 'Int.MIN_VALUE' due to an overflow @n

`abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow

** Min Method

`min(a, b)` is the smaller of two values.

** Max Method

`max(a, b)` is the greater of two values.

** Abs Method

`abs(n)` is the absolute value of the given value [n].

** Sign Method

`sign` is `-1` if the value is negative, `0` if the value is zero, and `1` if the value is positive.

** DoubleNaN

`isNaN()` returns `true` if the specified number is a Not-A-Number (NaN) value, `false` otherwise.

** DoubleInfinity

`isInfinite()` returns `true` if the specified number is not a finite number (NaN or infinity).

** DoubleNaN
does not throw an exception when `isNaN()` or `isInfinite()` called.

** DoubleIsNaN

Floating-point NaN values are not ordered, so they cannot be compared directly.

** DoubleCompare

Floating-point NaN values are not meaningful, so they cannot be compared directly.

** FloatNaN

Floating-point NaN values are not meaningful, so they cannot be compared directly.

** FloatIsNaN
does not throw an exception when `isNaN()` called.

** FloatInfinity

Floating-point infinity values are not meaningful, so they cannot be compared directly.

** FloatIsInfinity
does not throw an exception when `isInfinite()` called.

** FloatCompare

Floating-point infinity values are not meaningful, so they cannot be compared directly.

** FloatNaN
does not throw an exception when `isNaN()` called.

** FloatInfinity
does not throw an exception when `isInfinite()` called.

** FloatCompare

Floating-point infinity values are not meaningful, so they cannot be compared directly.
```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
} // Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("DEPRECATION")
@kotlin.internal.InlineOnly
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl Int.SIZE_BITS - 1 - countLeadingZeroBits()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else -> high.countLeadingZeroBits(high) + low.countLeadingZeroBits()
    }

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits(high) + low.countTrailingZeroBits()
    }

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
    }

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
    }
```

Long(low.takeLowestOneBit(), 0)\n    }\n/*\n * Rotates the binary representation of this [Long] number left by the specified [bitCount]
 * number.rotateLeft(-n) == number.rotateRight(n)\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n * number.rotateLeft(-n) == number.rotateRight(n)\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.rotateLeft(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {\n        val low = this.low\n        val high = this.high\n        val newLow =\n            low.shl(bitCount) or high.ushr(-bitCount)\n        val newHigh = high.shl(bitCount) or low.ushr(-bitCount)\n        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n    } else {\n        return if ((bitCount and 32) == 0) this else Long(high, low)\n    }\n}
false)

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection =
    KTypeProjection.STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.contravariant(type)

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection =
    KTypeProjection.STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.contravariant(type)

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection =
    KTypeProjection.STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.contravariant(type)

-------------------------------
@JsName("arrayClass")
val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>(), "Array", { it is Array<* } }

@JsName("stringClass")
val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String } }

@JsName("throwableClass")
val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable } }

@JsName("booleanArrayClass")
val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray } }

@JsName("charArrayClass")
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray } }

@JsName("byteArrayClass")
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray } }

@JsName("shortArrayClass")
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray } }

@JsName("intArrayClass")
val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray } }

@JsName("longArrayClass")
val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray } }

@JsName("floatArrayClass")
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray } }

val functionClass(arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity) ?: run {
        val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function
            { jsTypeOf(it) === "function" && it.asDynamic().length === arity }
        functionClasses.asDynamic()[arity] = result
        result
    }
}
```
val metadata = jClass.asDynamic().`$metadata$`
return if (metadata != null) {
    if (metadata.`$kClass$` == null) {
        val kClass = SimpleKClassImpl(jClass)
        metadata.`$kClass$` = kClass
        kClass
    } else {
        metadata.`$kClass$`
    }
} else {
    SimpleKClassImpl(jClass)
}

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 */

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {
    public fun test(str: String): Boolean
    public fun exec(str: String): RegExpMatch?
    public override fun toString(): String
    public var lastIndex: Int
    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

// TODO: Inherit from array or introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by each capturing parenthesis.
 */

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()

/*
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 */

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence
    
    actual override fun iterator(): Iterator<T> {
        val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef = null
        return sequence.iterator()
    }
}

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 */

package kotlin.text

/**
 * A mutable sequence of characters.
 * String builder can be used to efficiently perform multiple string manipulation operations.
 */
public actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {
    /**
     * Constructs an empty string builder with the specified initial [capacity].
     * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.
     */
    actual constructor(capacity: Int) : this() {
        this.asDynamic()._capacity = capacity
    }

    /** Constructs a string builder that contains the same characters as the specified [content] char sequence. */
    actual constructor(content: String) : this(content) {
        this.asDynamic().capacity = capacity
    }

    actual override val length: Int
        get() = string.asDynamic().length
    
    actual override fun get(index: Int): Char
    
    actual override fun set(index: Int, value: Char) { throw IndexOutOfBoundsException("index: $index, length: $length") }
    
    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence
    
    actual override fun append(value: Char): StringBuilder
    
    actual override fun append(value: CharSequence): StringBuilder
    
    actual override fun toString(): String
    
    actual override fun equals(other: Any?): Boolean { throw NotImplementedError("Not implemented in this kotlin.js module") }
    
    actual override fun hashCode(): Int { throw NotImplementedError("Not implemented in this kotlin.js module") }
    
    actual override fun asArray(): Array<out String?>
    
    actual override fun asArray(): Array<out CharSequence>
    
    actual override fun asArray(): Array<out Any>
}
```

Open Source Used In DNAC Platform Antelope 8166
@UseExperimental(ExperimentalStdlibApi::class)
actual override fun append(value: CharSequence?,
startIndex: Int, endIndex: Int): StringBuilder = this.appendRange(value, startIndex, endIndex)

* Returns the contents of this string builder and returns this instance.

* Surrogate pairs included in this string builder are treated as single characters.

* Therefore, the order of the high-low surrogates is never reversed.

* Note that the reverse operation may produce new surrogate pairs that were unpaired low-
surrogates and high-surrogates before the operation.

* For example, reversing `"\\uDC00\\uD800"` produces `"\\uD800\\uDC00"` which is a valid surrogate pair.

* actual fun reverse(): StringBuilder {
    var reversed = ""
    var index = string.length - 1
    while (index >= 0) {
        val low = string[index--]
        val high = string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            reversed += reversed + high + low
        } else {
            reversed = reversed + high + low
        }
    }
    string = reversed
    return this
} /*
* Appends the string representation of the specified object [value] to this string builder and returns this instance.

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
* and then that string was appended to this string builder.

* * Returns the index within this string builder of the last occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.

* Returns `-1` if the specified [string] does not occur in this string builder.

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* In Kotlin/JS implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.

* Returns the index within this string builder of the last occurrence of the specified [string].

* The last occurrence of empty string `""` is considered to be at the index equal to `this.length`.

* Returns `-1` if the specified [string] does not occur in this string builder.

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],
* thus calling this method has no effect on the further performance of operations.

* Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].

* If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
* Otherwise, this method takes no action and simply returns.

* In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],
* thus calling this method has no effect on the further performance of operations.

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* @SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun capacity(): Int = if (this.asDynamic().capacity !== undefined)
    maxOf(this.asDynamic().capacity, length) else length

* Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].

* If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
* Otherwise, this method takes no action and simply returns.

* In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],
* thus calling this method has no effect on the further performance of operations.

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* Returns the index within this string builder of the last occurrence of the specified [string].
occurrence of the specified [string].
   * starting from the specified [startIndex] toward the beginning.
   * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].
   *
   @SinceKotlin("1.3")
   @ExperimentalStdlibApi
   actual fun lastIndexOf(string: String, startIndex: Int): Int {
        if (string.isEmpty() && startIndex < 0) return -1
        return this.string.asDynamic().lastIndexOf(string, startIndex)
    }

    /**
     * Inserts the specified characters 
     * [value] into this string builder at the specified [index] and returns this instance.
     *
     * The overall effect is exactly as if the
     * [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index] and returns this instance.
     *
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if
     * [index] is larger than the length of this string builder.
     *
     * @since 1.3
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if
     * [index] is less than zero or greater than the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
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     * @param index the position in this string builder to insert at.
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     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
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     * the length of this string builder.
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     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
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     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
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     * the length of this string builder.
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     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
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     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
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     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
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     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
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     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
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     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
     * and then that string was inserted into this string builder at the specified [index].
     *
     * @throws IndexOutOfBoundsException if [value] is an empty sequence and [index] is less than
     * the length of this string builder.
     *
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which
     * characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     *
     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
setLength(newLength: Int) {
    if (newLength < 0) {
        throw IllegalArgumentException("Negative new length: $newLength.")
    } else {
        for (i in length until newLength) {
            string += \u0000
        }
    }
}

/**
 * Returns a new [String] that contains characters in this string builder at [startIndex]
 * (inclusive) and up to the [length] (exclusive).
 */
@ExperimentalStdlibApi
actual fun substring(startIndex: Int): String {
    return string.substring(startIndex)
}

/**
 * Returns a new [String] that contains characters in this string builder at [startIndex]
 * and up to the [endIndex] (exclusive).
 */
@ExperimentalStdlibApi
actual fun substring(startIndex: Int, endIndex: Int): String {
    checkReplaceRange(startIndex, endIndex)
    return string.substring(startIndex, endIndex)
}

/**
 * Attempts to reduce storage used for this string builder.
 */
@ExperimentalStdlibApi
public fun clear(): StringBuilder {
    string = ""
    return this
}

/**
 * Sets the character at the specified [index] to the specified [value].
 */
@ExperimentalStdlibApi
public operator fun set(index: Int, value: Char) {
    string = string.substring(0, index) + value + string.substring(index + 1)
}

/**
 * Removes the character at the specified [index] from this string builder.
 */
@ExperimentalStdlibApi
public fun deleteAt(index: Int): StringBuilder {
    return string.substring(0, index) + string.substring(index + 1)
}

/**
 * Removes characters in the specified range from this string builder and
 * returns this instance.
 */
@ExperimentalStdlibApi
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
    checkReplaceRange(startIndex, endIndex)
    return string.substring(0, startIndex) + value + string.substring(endIndex)
}

private fun checkReplaceRange(startIndex: Int, endIndex: Int) {
    if (startIndex < 0 || startIndex > endIndex) {
        throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex")
    }
}

val standex = StringBuilder(10)
standex += "Hello, World!"
standex += "\n"
standex.trimToSize()
endIndex'.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun appendRange(value: CharArray?, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = stringCsq.substring(startIndex, endIndex)
    string += stringCsq
    return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)

    string = string.substring(0, index) + value + string.substring(index)
    return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(startIndex, endIndex, this.length)

    string += value
    return this
}
```
@param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or
 * [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence
 * indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or
 * greater than the length of this string builder.
 * @param index the index of `Char` to remove.
 * @throws IndexOutOfBoundsException when the range doesn't fit into the [destination] character array starting at the specified [destinationOffset],
 * or when that index is out of the [destination] array indices range.

@sinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    return this
}

/**
 * Clears
 * the content of this string builder making it empty and returns this instance.
 * @sample
 * samples.text.Strings.clearStringBuilder
 */
@sinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) =
    this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in
 * the specified string [value] and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less
 * than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int,
    value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * @param index the index of `Char` to remove.
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder =
    this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this
 * instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of
 * range of this string builder indices or when `startIndex > endIndex`.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int):
    StringBuilder =
    this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param destinationOffset the beginning (inclusive) of the range to copy, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out
 * of range of this string builder indices or when `startIndex > endIndex`.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0,
Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

*params* Characters are appended in order, starting at specified [startIndex].

*param startindex the beginning (inclusive) of the subarray to append.*

*param endindex the end (exclusive) of the subarray to append.*

*Throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range or not null.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.

*param value the character sequence from which a subsequence is appended.*

*Throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when [startIndex > endIndex].

```
radix for number to string conversion.

```kotlin
public actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

public actual fun Short.toString(radix: Int): String = this.toInt().toString(radix)

public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

private fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

private fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

```

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---

The text above is a natural representation of the content of the document. It includes code blocks and explanations of the code, as well as some comments and documentation that provide context and usage examples. The document appears to be related to Kotlin programming, with examples of how to convert numbers to strings in different radices and handling cases like NaN values. The code snippets are interspersed with explanations and documentation comments, providing a comprehensive overview of the functionality being demonstrated. The natural text format helps in understanding the context and usage of the code, making it easier to follow and learn from.
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun findAll(input: CharSequence, start: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, start) }, { match -> match.next() })
        return find(input) else return

    /**
     * Attempts to match the entire [input] CharSequence against the pattern.
     */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        return find(input) !== null
    }

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replace(input: CharSequence, replacement: String): String =
        input.toString().nativeReplace(nativePattern, replacement)

    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return input.toString()

        var lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)
        sb.append(input, lastStart, length)
        return sb.toString()
    }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     */
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        return findAll(input).let { if (limit == 0) it else it.take(limit - 1) } { match ->
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            if (match != null) sb.append(input, lastStart, length)
            return sb.toString()
        } else return
    }

    public override fun toString(): String =
        nativePattern.toString()

    actual companion object {
        /**
         * Returns a regular expression that matches the specified [literal] string literally.
         */
        public actual fun fromLiteral(literal: String): Regex =
            Regex(escape(literal))

        /**
         * Returns a regular expression pattern string that matches the specified [literal] string literally.
         */
        public actual fun escape(literal: String): String =
            literal.nativeReplace(patternEscape, "\\$\&")

        /**
         * Returns a literal replacement expression for the specified [literal] string.
         */
        public actual fun escapeReplacement(literal: String): String =
            literal.nativeReplace(patternEscape, "\\$\&")

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private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1

    return object : MatchResult {
        override val range: IntRange = range
        override val value: String
            get() = match[0]!!

        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
            override fun get(index: Int): MatchGroup? = match[index]?.let { MatchGroup(it) }
        }

        private var groupValues_: List<String>? = null

        override val groupValues: List<String>
            get() {
                if (groupValues_ == null) {
                    groupValues_ = object : AbstractList<String>() {
                        override val size: Int get() = match.length
                        override fun get(index: Int): String = match[index] ?: ""
                    }
                }
                return groupValues_!!
            }

        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
    }
}

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns a copy of this string having its first letter uppercased, or the original string.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toUpperCase(): String = this

/**
 * Returns the result of matching this string against the specified regular expression and capturing all groups.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.let(match: (MatchResult?) -> Unit): MatchResult? {
    val regex = if (matchRegex) exec(regex) else null
    val groups = if (matchRegex) match.groups else null
    val captureIndex = if (matchRegex) -1 else -1
    return object {
        override val value: String
            get() = match[0]!!

        override val groups: MatchGroupCollection
            get() = match.groups

        override fun get(index: Int): MatchGroup?
            get() = match[index]?.let { MatchGroup(it) }

        override val groupValues: List<String>
            get() = match.groupValues?.plusAll(captureIndex)

        override fun next(): MatchResult? = this.findNext(regex, matchRegex)
    }
}

/**
 * Captures all groups from the match result.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.captureGroups(): List<MatchGroup> = match.groups

/**
 * Captures specified groups from the match result.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.captureGroups(vararg groups: String): List<MatchGroup> = match.groups

it's empty or already starts with an upper case letter.

```kotlin
actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}
```

```kotlin
actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}
```

```kotlin
actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }
}
```

```kotlin
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
Regex.escapeReplacement(newValue))
```

```kotlin
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
newChar.toString())
```

```kotlin
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
Regex.escapeReplacement(newValue))
```

```kotlin
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
newChar.toString())
```

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license/LICENSE.txt file.

@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor byte2 xor byte3 xor 0xF8000
}
```

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false.\n *un* @throws CharacterCodingException if the sequence of three bytes is malformed and
[throwOnMalformed] is true.\n */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n
    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0) {\n        if (byte2 and 0xEF == 0xD) {\n            // Surrogate code point\n            return malformed(0, index, throwOnMalformed)\n        } else if (byte2 and 0xE0 != 0xA0) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        } else if (index + 1 == endIndex) {\n            return malformed(1, index, throwOnMalformed)\n        } \n        val byte3 = bytes[index + 1].toInt()\n        if (byte3 and 0x80 != 0) {\n            return malformed(1, index, throwOnMalformed)\n        } \n        return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080\n    } else if (byte1 and 0xF == 0x0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        } \n        val byte3 = bytes[index + 1].toInt()\n        if (byte3 and 0x80 != 0) {\n            // Out of Unicode code points domain (larger than U+10FFFF)\n            return malformed(0, index, throwOnMalformed)\n        } \n        val byte4 = bytes[index + 2].toInt()\n        if (byte4 and 0x80 != 0) {\n            return malformed(2, index, throwOnMalformed)\n        } \n        return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80\n    } else if (byte1 and 0xF > 0x4) {\n        return malformed(0, index, throwOnMalformed)\n    } \n    else if (byte2 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    } \n    else if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    else if (byte3 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    } \n    else if (index + 3 == endIndex) {\n        return malformed(3, index, throwOnMalformed)\n    } \n    val byte4 = bytes[index + 3].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(3, index, throwOnMalformed)\n    } \n    return (byte1 shl 24) xor (byte2 shl 18) xor (byte3 shl 12) xor byte4 xor 0x381F80\n}
else -> { // Surrogate char value
    val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
    if (codePoint <= 0) { // Surrogate char value
        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
        bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
    } else {
        bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
        bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
        bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
        bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()
        charIndex++
    }
}

return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)

/**
 * The character a malformed
 * UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be encoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].
 * @param code CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex) var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 1
                }
            }
            byte shr 4 == -2 - > {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                    byteIndex += 3
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed)
                stringBuilder.append(REPLACEMENT_CHAR)
            }
        }
    }

    return stringBuilder.toString()
org.w3c.performance.

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MonotonicTimeSource: TimeSource {

    private val actualSource: TimeSource = run {
        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

internal actual class HrTimeSource(val process: Process) : TimeSource {

    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = process.hrtime(startedAt).let {
            (seconds, nanos) -> seconds.seconds + nanos.nanoseconds
        }
    }

    override fun toString(): String = "TimeSource(process.hrtime())"
}

internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {

    override fun read(): Double = performance.now()

    override fun toString(): String = "TimeSource(self.performance.now())"
}

internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {

    override fun read(): Double = kotlin.js.Date.now()

    override fun toString(): String = "TimeSource(Date.now())"
}
definedExternally
var premultipliedAlpha: Boolean? /* = true */
    get() = definedExternally
set(value) = definedExternally
var preserveDrawingBuffer: Boolean? /* = false */
    get() = definedExternally
set(value) = definedExternally
var preferLowPowerToHighPerformance: Boolean? /* = false */
    get() = definedExternally
set(value) = definedExternally
var failIfMajorPerformanceCaveat:
    Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract
class WebGLObject

/**
 * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
*/
public external
abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
*/
public external
abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
*/
public external
abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
*/
public external
abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
*/
public external
abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
*/
public external
abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
*/
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
*/
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
*/
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getExtension(name: String): dynamic
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(src: Int, d: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun checkFramebufferStatus(target: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
}
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)
TEXTURE2: Int val TEXTURE3: Int val TEXTURE4: Int val TEXTURE5: Int val
TEXTURE6: Int val TEXTURE7: Int val TEXTURE8: Int val TEXTURE9: Int val
TEXTURE14: Int val TEXTURE15: Int val TEXTURE16: Int val TEXTURE17: Int val
TEXTURE30: Int val TEXTURE31: Int val active_TEXTURE: Int val REPEAT: Int val
VAL CLAMP_TO_EDGE: Int val MIRRORED_REPEAT: Int val FLOTA vECC: Int val
BOOL_VEC2: Int val BOOL_VEC3: Int val BOOL_VEC4: Int val
FLOAT_VEC2: Int val FLOAT_VEC3: Int val FLOAT_VEC4: Int val
INT_VEC2: Int val INT_VEC3: Int val INT_VEC4: Int val
FLOAT_MAT2: Int val FLOAT_MAT3: Int val FLOAT_MAT4: Int val
SAMPLER_2D: Int val VERTEX_ATTRIB_ARRAY_ENABLED: Int val
VERTEX_ATTRIB_ARRAY_SIZE: Int val VERTEX_ATTRIB_ARRAY_STRIDE: Int val
VERTEX_ATTRIB_ARRAY_TYPE: Int val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int val
VERTEX_ATTRIB_ARRAY_POINTER: Int val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int val
IMPLEMENTATION_COLOR_READ_TYPE: Int val IMPLEMENTATION_COLOR_READ_FORMAT: Int val
COMPILE_STATUS: Int val LOW_FLOAT: Int val MEDIUM_FLOAT: Int val HIGH_FLOAT: Int val
FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int val
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int val
FRAMEBUFFER_ATTACHMENT_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int val
COLOR_ATTACHMENT0: Int val DEPTH_ATTACHMENT: Int val
STENCIL_ATTACHMENT: Int val NONE: Int val FRAMEBUFFER_COMPLETE: Int val
FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int val
FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int val
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int val FRAMEBUFFER_UNSUPPORTED: Int val
FRAMEBUFFER_BINDING: Int val RENDERER_BUFFER_BINDING: Int val
MAX_RENDERBUFFER_SIZE: Int val INVALID_FRAMEBUFFER_OPERATION: Int val
UNPACK_FLIP_Y_WEBGL: Int val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int val
CONTEXT_LOST_WEBGL: Int val UNPACK_NORMALS_CONVERSION_WEBGL: Int val
BROWSER_DEFAULT_WEBGL: Int val

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val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val FUNC_SUBTRACT: Int
val BLEND_DST_RGB: Int
val BLEND_DST_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val BLEND_COLOR: Int
val BLEND_ALPHA: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val ELEMENT_ARRAY_BUFFER_BINDING: Int
val STREAM_DRAW: Int
val DYNAMIC_DRAW: Int
val BUFFER_SIZE: Int
val BUFFER_USAGE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val FRONT_AND_BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val PACK_ALIGNMENT: Int
val UNPACK_ALIGNMENT: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val SUBPIXEL_BITS: Int
val RED_BITS: Int
val GREEN_BITS: Int
val BLUE_BITS: Int
val DEPTH_BITS: Int
val ALPHA_BITS: Int
val POLYGON_OFFSET_UNITS: Int
val POLYGON_OFFSET_FACTOR: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val DONT_CARE: Int
val FASTEST: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val UNSIGNED_SHORT_4_4_4_4: Int
val UNSIGNED_SHORT_5_5_5_1: Int
val UNSIGNED_SHORT_5_6_5: Int
val FRAGMENT_SHADER: Int
val VERTEX_SHADER: Int
val MAX_VERTEX_ATTRIBS: Int
val MAX_VERTEX_UNIFORM_VECTORS: Int
val MAX_VARYING_VECTORS: Int
val MAX_TEXTURE_IMAGE_UNITS: Int
val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int
val MAX_FRAGMENT_UNIFORM_VECTORS: Int
val SHADER_TYPE: Int
val DELETE_STATUS: Int
val VALIDATE_STATUS: Int
val ATTACHED_SHADERS: Int
val ACTIVE_UNIFORMS: Int
val ACTIVE_ATTRIBUTES: Int
val SHADING_LANGUAGE_VERSION: Int
val CURRENT_PROGRAM: Int
val NEVER: Int
val LESS: Int
val EQUAL: Int
val LEQUAL: Int
val GREATER: Int
val NOTEQUAL: Int
val GEQUAL: Int
val ALWAYS: Int
val KEEP: Int
val REPLACE: Int
val INCR: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_WRITEMASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val STENCIL_BACK_WRITEMASK: Int
val VIEWPORT: Int
val COLOR_CLEAR_VALUE: Int
val COLOR_WRITEMASK: Int
val UNPACK_ALIGNMENT: Int
val PACK_ALIGNMENT: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val SUBPIXEL_BITS: Int
val RED_BITS: Int
val GREEN_BITS: Int
val BLUE_BITS: Int
val ALPHABLEND_BITS: Int
val DEPTH_BITS: Int
val STENCIL_BITS: Int
val POLYGON_OFFSET_UNITS: Int
val POLYGON_OFFSET_FACTOR: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val DONT_CARE: Int
val FASTEST: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val UNSIGNED_SHORT_4_4_4_4: Int
val UNSIGNED_SHORT_5_5_5_1: Int
val UNSIGNED_SHORT_5_6_5: Int
val FRAGMENT_SHADER: Int
val VERTEX_SHADER: Int
val MAX_VERTEX_ATTRIBS: Int
val MAX_VERTEX_UNIFORM_VECTORS: Int
val MAX_VARYING_VECTORS: Int
val MAX_TEXTURE_IMAGE_UNITS: Int
val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int
val MAX_FRAGMENT_UNIFORM_VECTORS: Int
val SHADER_TYPE: Int
val DELETE_STATUS: Int
val VALIDATE_STATUS: Int
val ATTACHED_SHADERS: Int
val ACTIVE_UNIFORMS: Int
val ACTIVE_ATTRIBUTES: Int
val SHADING_LANGUAGE_VERSION: Int
val CURRENT_PROGRAM: Int
val NEVER: Int
val LESS: Int
val EQUAL: Int
val LEQUAL: Int
val GREATER: Int
val NOTEQUAL: Int
val GEQUAL: Int
val ALWAYS: Int
val KEEP: Int
val REPLACE: Int
val INCR: Int
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[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin

```kotlin
public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Int16Array, offset: Int = definedExternally)
    override fun set(array: Array<Short>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }
```

[Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin

```kotlin
public external open class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Uint16Array, offset: Int = definedExternally)
    override fun set(array: Array<Short>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value }
```

[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin

```kotlin
public external open class Int32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Int32Array, offset: Int = definedExternally)
    override fun set(array: Array<Int>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }
```

[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin

```kotlin
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Uint32Array, offset: Int = definedExternally)
    override fun set(array: Array<Int>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }
```

[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin

```kotlin
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Float32Array, offset: Int = definedExternally)
    override fun set(array: Array<Float>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }
```

[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin

```kotlin
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override fun set(array: Float64Array, offset: Int = definedExternally)
    override fun set(array: Array<Double>, offset: Int = definedExternally)
    override fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }
```
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short

/**
 * Exposes the JavaScript
[[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
[[CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
[[CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
[[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var background: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlices: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
String\nopen var color: String\nopen var columnCount: String\nopen var columnFill: String\nopen var columnGap: String\nopen var columnRule: String\nopen var columnRuleColor: String\nopen var columnRuleStyle: String\nopen var columnRuleWidth: String\nopen var columnSpan: String\nopen var columns: String\nopen var content: String\nopen var counterIncrement: String\nopen var counterReset: String\nopen var cursor: String\nopen var direction: String\nopen var display: String\nopen var emptyCells: String\nopen var filter: String\nopen var flex: String\nopen var flexBasis: String\nopen var flexDirection: String\nopen var flexGrow: String\nopen var flexShrink: String\nopen var flexWrap: String\nopen var font: String\nopen var fontFamily: String\nopen var fontStyle: String\nopen var fontWeight: String\nopen var imageRendering: String\nopen var justContentType: String\nopen var letterSpacing: String\nopen var lineHeight: String\nopen var listStyle: String\nopen var listStyleImage: String\nopen var maxHeight: String\nopen var maxWidth: String\nopen var minHeight: String\nopen var minWidth: String\nopen var padding: String\nopen var paddingBottom: String\nopen var paddingLeft: String\nopen var paddingRight: String\nopen var paddingTop: String\nopen var pageBreakAfter: String\nopen var pageBreakBefore: String\nopen var pageBreakInside: String\nopen var perspective: String\nopen var perspectiveOrigin: String\nopen var phonemes: String\nopen var position: String\nopen var quotes: String\nopen var resize: String\nopen var rest: String\nopen var restAfter: String\nopen var restBefore: String\nopen var tabSize: String\nopen var tableLayout: String\nopen var textAlign: String\nopen var textCombineUpright: String\nopen var textDecoration: String\nopen var textDecorationColor: String\nopen var textDecorationLine: String\nopen var textDecorationStyle: String\nopen var textIndent: String\nopen var textJustify: String\nopen var textOrientation: String\nopen var textOverflow: String\nopen var textShadow: String\nopen var transform: String\nopen var transformOrigin: String\nopen var transition: String\nopen var transitionDelay: String\nopen var transitionDuration: String\nopen var transitionProperty: String\nopen var transitionTimingFunction: String\nopen var verticalAlign: String\nopen var visibility: String\nopen var voiceBalance: String\nopen var voiceDuration: String\nopen var voicePitch: String\nopen var wordSpacing: String\nopen var wordWrap: String\nopen var writingMode: String\nopen var zIndex: String
fun getPropertyValue(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally): String
fun removeProperty(property: String): String
override fun item(index: Int): String

@kotlin.internal.InlineOnly
public inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {
    companion object {
        fun escape(ident: String): String
    }
}

public external interface UnionElementOrProcessingInstruction

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?
    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return on"] = return on
    o["***"] = *
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return on"] = return on
    o["***"] = *
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() =
definedExternally\n    set(value) = definedExternally\n    var screenY: Int? /* = 0 */
    get() =

definedExternally\n    set(value) = definedExternally\n    var clientX: Int? /* = 0 */
    get() =

definedExternally\n    set(value) = definedExternally\n    var clientY: Int? /* = 0 */
    get() =

definedExternally\n    set(value) = definedExternally\n    var button: Short? /* = 0 */
    get() =

definedExternally\n    set(value) = definedExternally\n    var buttons: Short? /* = 0 */
    get() =

definedExternally\n    set(value) = definedExternally\n    var relatedTarget: EventTarget? /* = null */
    get() =

definedExternally\n    set(value) = definedExternally\n    var region: String? /* = null */
    get() =

    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}
modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n  o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] = view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}/**
 * Exposes the JavaScript
 */
WheelEvent\n  companion object {
    val DOM_DELTA_PAGE: Int
    val DOM_DELTA_LINE: Int
    val DOM_DELTA_PIXEL: Int
  }

public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val AT_TARGET: Short
        val CAPTURING_PHASE: Short
        val BUBBLING_PHASE: Short
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

        val o = js("({})")
        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

/**
 * Exposes the JavaScript
 */
InputEvent\n  companion object {
    val NONE: Short
    val AT_TARGET: Short
    val CAPTURING_PHASE: Short
    val BUBBLING_PHASE: Short
  }

  public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    public external interface InputEventInit : UIEventInit {
        var data: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var isComposing: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

        val o = js("({})")
        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

/**
 * Exposes the JavaScript
 */
KeyboardEvent\n  companion object {
    val NONE: Short
    val AT_TARGET: Short
    val CAPTURING_PHASE: Short
    val BUBBLING_PHASE: Short
  }

  public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    public external interface KeyboardEventInit : UIEventInit {
        var data: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var isComposing: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    public inline fun KeyboardEventInit(data: String? = "", isComposing: Boolean? = false): KeyboardEventInit {
        val o = js("({})")
        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

/**
 * Exposes the JavaScript
 */
open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn:
Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol:
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val eventPhase: EventPhase
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number?
    fun composedPath(): Array<EventTarget>
    fun stopPropagation(): EventTarget?
    fun preventDefault(): Event
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)
}

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fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
fun dispatchEvent(event: Event): Boolean

fun handleEvent(event: Event): String

fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
fun namedItem(name: String): UnionElementOrHTMLCollection?

fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun remove(index: Int)

fun click()
fun focus()
fun blur()
fun forceSpellCheck()
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript HTMLLIElement to Kotlin

*/

public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLDListElement to Kotlin
 */
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLDivElement to Kotlin
 */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLAnchorElement to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin

* `val` element_node: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin

* `val` element_node: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin

* `val` element_node: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin

* `val` element_node: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin

* `var` href: String
var origin: String
var protocol: String
var username: String
var password: String
var hostname: String
var port: String
var pathname: String
var search: String
var hash: String

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement,TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open var referrerPolicy: String
    open var name: String
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open val x: Int
    open val y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowfullscreen: Boolean
    open var allowusermedia: Boolean
    open var width: String
    open var height: String
    open var referrerpolicy: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longdesc: String
    open var marginheight: String
    open var marginwidth: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open val form: HTMLFormElement?
    open var width: String
    open var height: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var codebase: String
    open var codetype: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin */
public external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open val files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var
var src: String
open var step: String
open var type: String
open var defaultValue: String
open var valueAsDate: dynamic
open var valueAsNumber: Double
open var width: Int
open var willValidate: Boolean
open var validity:ValidityState
open var validationMessage: String
open var labels: NodeList
open var selectionStart: Int?
open var selectionEnd: Int?
open var selectionDirection: String?
open var align: String
open var useMap: String
fun stepUp(n: Int = definedExternally)
fun stepDown(n: Int = definedExternally)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun select()
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var formAction: String
open var formEnctype: String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var name: String
open var type: String
open var menu: HTMLMenuElement?
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
open var autocomplete: String
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var multiple: Boolean
open var name: String
open var required: Boolean
open var size: Int
open var type: String
open val options: HTMLOptionsCollection
override var length: Int
open val selectedOptions: HTMLCollection
open var selectedIndex: Int
open var value: String
open val willValidate: Boolean
open val validationMessage: String
open val labels: NodeList
fun namedItem(name: String): HTMLOptionElement?
fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun remove(index: Int)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
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```kotlin
/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 *
 * public external abstract class HTMLTextAreaElement : HTMLElement {
 *    open var autofocus: Boolean
 *    open var cols: Int
 *    open var dirName: String
 *    open var disabled: Boolean
 *    open var form: HTMLFormElement
 *    open var inputMode: String
 *    open var maxLength: Int
 *    open var minLength: Int
 *    open var name: String
 *    open var placeholder: String
 *    open var readOnly: Boolean
 *    open var required: Boolean
 *    open var rows: Int
 *    open var wrap: String
 *    open var type: String
 *    open var defaultValue: String
 *    open var value: String
 *    open val textLength: Int
 *    open val willValidate: Boolean
 *    open val validity: ValidityState
 *    open val validationMessage: String
 *    open val labels: NodeList
 *    open var selectionStart: Int
 *    open var selectionEnd: Int
 *    open var selectionDirection: String
 *    fun checkValidity(): Boolean
 *    fun reportValidity(): Boolean
 *    fun setCustomValidity(error: String)
 *    fun setRangeText(replacement: String)
 *    fun setRangeText(replacement: String, start: Int, end: Int)
 *    fun setSelectionRange(start: Int, end: Int, direction: String)
 * }
 */

```
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

\*/

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin.
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin.
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin.
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin.
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val
relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["returnOnExit"] = *
    * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
    * An external abstract class HTMLDialogElement : HTMLElement {
        open var open: Boolean
        fun show(anchor: UnionElementOrMouseEvent = definedExternally)
        fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
        fun close(returnValue: String = definedExternally)

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
     */
    public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
        open var src: String
        open var type: String
        open var charset: String
        open var async: Boolean
        open var defer: Boolean
        open var crossOrigin: String?
        open var text: String
        open var nonce: String
        open var event: String
        open var htmlFor: String

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
     */
    public external abstract class HTMLTemplateElement : HTMLElement {
        open val content: DocumentFragment

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
     */
    public
external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes
 * the JavaScript
 * [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement)
 * to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource,
TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript
 * [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D)
 * to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transformMatrix(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: Double
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
    var fillStyle: dynamic
}

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fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient

fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient

fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern?

public external interface CanvasRect

    fun clearRect(x: Double, y: Double, w: Double, h: Double)

    fun fillRect(x: Double, y: Double, w: Double, h: Double)

    fun strokeRect(x: Double, y: Double, w: Double, h: Double)

public external interface CanvasShadowStyles

    var shadowOffsetX: Double

    var shadowOffsetY: Double

    var shadowBlur: Double

    var shadowColor: String?

public external interface CanvasFilters

    var filter: String?

public external interface CanvasUserInterface

    fun drawFocusIfNeeded(element: Element)

    fun drawFocusIfNeeded(path: Path2D, element: Element)

    fun scrollPathIntoView()

    fun scrollPathIntoView(path: Path2D)

public external interface CanvasText

    fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)

    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)

public external interface CanvasDrawImage

    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)

    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)

public external interface CanvasPath

    fun closePath()

    fun moveTo(x: Double, y: Double)

    fun lineTo(x: Double, y: Double)

    fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)

    fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)

    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)

    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)

    fun rect(x: Double, y: Double, w: Double, h: Double)

    fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double)

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */

public abstract class CanvasGradient

    fun addColorStop(offset: Double, color: String)

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */

public abstract class CanvasPattern

    fun setTransform(transform: dynamic = definedExternally)

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */

public abstract class TextMetrics

    open val width: Double

    open val actualBoundingBoxLeft: Double

    open val actualBoundingBoxRight: Double

    open val fontBoundingBoxAscent: Double

    open val
isContentEditable: Boolean\n
**DataTransfer**([https://developer.mozilla.org/en/docs/Web/API/DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer)) to Kotlin\n*/\n
abstract class DataTransfer {\n    open var dropEffect: String\n    open var effectAllowed: String\n    open fun setData(format: String, data: String)\n    open fun clearData(format: String = definedExternally)\n}

/**\n * Exposes the JavaScript\n [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n */
public external abstract class DataTransferItemList {\n    open val length: Int\n    fun add(data: String, type: String): DataTransferItem?\n    fun add(data: File): DataTransferItem?\n    fun remove(index: Int)\n}

@kotlin.internal.InlineOnly\npublic inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]

/**\n * Exposes the JavaScript\n [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n */
public external abstract class DataTransferItem {\n    open val kind: String\n    open val type: String\n    fun getAsString(_callback: ((String) -> Unit)?)\n    fun getAsFile(): File?\n}

/**\n * Exposes the JavaScript\n [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin\n */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {\n    open val dataTransfer: DataTransfer?\n
    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }
}

public external interface DragEventInit : MouseEventInit {\n    var dataTransfer: DataTransfer? \n        get() = definedExternally\n        set(value) = definedExternally\n}

    val o = js("({})")
    o["dataTransfer"] = dataTransfer
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
open val scrollX: Double
open val scrollY: Double
open val pageXOffset: Double
open val pageYOffset: Double
open val screenX: Int
open val screenY: Int
open val outerWidth: Int
open val outerHeight: Int
open val devicePixelRatio: Double
open fun close()
open fun stop()
open fun focus()
open fun blur()

fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
fun alert()
fun alert(message: String)
fun confirm(message: String = definedExternally): Boolean
fun prompt(message: String = definedExternally, default: String = definedExternally): String?
fun print()
fun requestAnimationFrame(callback: (Double) -> Unit): Int
fun cancelAnimationFrame(handle: Int)
fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)

fun captureEvents()
fun releaseEvents()
fun matchMedia(query: String): MediaQueryList
fun moveTo(x: Int, y: Int)
fun moveBy(x: Int, y: Int)
fun resizeTo(x: Int, y: Int)
fun resizeBy(x: Int, y: Int)
fun scroll(options: ScrollToOptions = definedExternally)
fun scroll(x: Double, y: Double)
fun scrollTo(options: ScrollToOptions = definedExternally)
fun scroll(x: Double, y: Double)
fun scrollBy(options: ScrollToOptions = definedExternally)
fun scrollBy(x: Double, y: Double)
fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String? = definedExternally)
    fun replaceState(data: Any?, title: String, url: String? = definedExternally)
}

/**
 * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin
 */
public external abstract class Location {
    open var href: String
    open val origin: String
    open var protocol: String
    open var host: String
    open var hostname: String
    open var port: String
    open var pathname: String
    open var search: String
    open val ancestorOrigins: Array<out String>
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open val state: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newURL: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var oldURL: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newURL: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
Event {\n    open val persisted: Boolean? = false *\n\n} \n\npublic external interface PageTransitionEventInit : EventInit {\n    \n} \n\npublic external abstract class ApplicationCache : EventTarget \n\npublic external class BeforeUnloadEvent : Event \n\npublic external class ErrorEvent : Event \n\npublic external class PromiseRejectionEvent : Event
set(value) = definedExternally
var onprogress: ((ProgressEvent) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onratechange: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onreset: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onresize: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onscroll: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onseeked: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onseeking: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onselect: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onshow: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onstalled: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onsubmit: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onsuspend: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var ontimeupdate: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var ontoggle: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onvolumechange: ((Event) -> dynamic)?
get() = definedExternally

set(value) = definedExternally
var onwaiting: ((Event) -> dynamic)?
get() = definedExternally

var ongotpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onlostpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerdown: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointermove: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerup: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointercancel: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerover: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerout: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerenter: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerleave: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?
get() = definedExternally

var onstorage:
((StorageEvent) -> dynamic)?
get() = definedExternally

var onpopstate: ((PopStateEvent) -> dynamic)?
get() = definedExternally

var onunhandledrejection: ((PopStateEvent) -> dynamic)?
get() = definedExternally

var ononcopy:
((ClipboardEvent) -> dynamic)?
get() = definedExternally

var ononcut:
((ClipboardEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onpaste: ((ClipboardEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

/**
 * Exposes the JavaScript
 */
public external interface WindowOrWorkerGlobalScope {
    var origin: String
    var caches: CacheStorage
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally)
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer

    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    val oscpu: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
 */
public external abstract class Plugin : ItemArrayLike<MimeType> {
    open val name: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
    fun override(item: MimeType?): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
 */
public external abstract class胼Plugin : Plugin {
    open val name: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
    fun override(item: MimeType?): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun胼Plugin.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun胼Plugin.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
 */
public external abstract class胼文件: Plugin {
    open val fileName: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
    fun override(item: MimeType?): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun胼文件.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun胼文件.get(name: String): MimeType? = asDynamic()[name]
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```kotlin
public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]
public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript MimeType to Kotlin
 */
public external class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript ImageBitmap to Kotlin
 */
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    var resizeWidth: Int?
    var resizeHeight: Int?
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript MessageEvent to Kotlin
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindowProxy?
    open val ports: Array<MessagePort>
    fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MessageEventInit : EventInit {
        var data: Any? /* = null */
        var origin: String? /* = "" */
        var lastEventId: String? /* = "" */
        var source: UnionMessagePortOrWindowProxy? /* = null */
        var ports: Array<MessagePort>? /* = arrayOf() */
    }

    @kotlin.internal.InlineOnly
        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)
```
Short

|\n|\nunpublic external interface EventSourceInit {\n| var withCredentials: Boolean? /* = false */\n| get() = definedExternally\n| set(value) = definedExternally\n|\nun@kotlin.internal.InlineOnly\nunpublic inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {\n| val o = js("({})")\n| o["withCredentials"] = withCredentials\n| return o\n|}\n
* Exposes the JavaScript

[WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin

*unpublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {\n| open val url: String\n| open val readyState: Short\n| open val open bufferedAmount: Number\n|\n| var onopen: ((Event) -> dynamic)?\n| var onerror: ((Event) -> dynamic)?\n| var open onmessage: ((MessageEvent) -> dynamic)?\n|\n| var binaryType: BinaryType\n|\n| fun close(code: Short = definedExternally, reason: String = definedExternally)\n| fun send(data: String)\n| fun send(data: ArrayBuffer)\n| fun send(data: ArrayBufferView)\n
* Exposes the JavaScript

[CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin

*unpublic external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {\n|\n| wasClean: Boolean? /* = false */\n| get() = definedExternally\n| set(value) = definedExternally\n|\n| var code: Short? /* = 0 */\n| get() = definedExternally\n| set(value) = definedExternally\n|\n| var reason: String? /* = "" */\n| get() = definedExternally\n| set(value) = definedExternally\n
* Exposes the JavaScript

[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin

*unpublic external open class MessageChannel {\n| port1: MessagePort\n| port2: MessagePort\n
* Exposes the JavaScript

[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin

*unpublic external open class BroadcastChannel(name: String) : EventTarget {\n|\n| name: String\n|\n| fun postMessage(message: Any?)\n| fun broadcast(message: Any?)\n
* Exposes the JavaScript

[WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin

*unpublic external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,\n|\n|GlobalPerformance {\n| open val self: WorkerGlobalScope\n| open val location: WorkerLocation\n| open val navigator: WorkerNavigator\n| open val onerror: ((dynamic, String, Int, Any?) -> dynamic)?\n| open var onlanguagechange: ((Event) -> dynamic)?\n| open var onoffline: ((Event) -> dynamic)?\n| open var ononline: ((Event) -> dynamic)?\n| open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n| fun importScripts(vararg urls: String)\n
* Exposes the JavaScript
String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}

/**
 * Exposes the JavaScript
 [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)

/**
 * Exposes the JavaScript
 [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript
 [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript
 [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript
 [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript
 [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript
 [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript
 [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
    var oldValue: String? /* = null */
    var newValue: String? /* = null */
    var url: String
}

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definedExternally
var storageArea: Storage? /* = null */
    get() = definedExternally
    set(value) =
definedExternally
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) =

@kotlin.internal.InlineOnly
public inline fun StorageEventInit(key: String? = null,
    val o =
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

public external abstract class HTMLAppletElement :
    HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {
    val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
    val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
    val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val
contentDocument: Document?
open val contentWindow: Window?
open var marginHeight: String
open var marginWidth: String

companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINEDByUrl
= js(`{"{ }}"\n o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n`)

```
public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
    get() = definedExternally\n    set(value) = definedExternally\n    var once: Boolean? /* = false */
    get() = definedExternally\n    set(value) = definedExternally\n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n
definedExternally

set(value) = definedExternally
var characterDataOldValue: Boolean

get() =
definedExternally

set(value) = definedExternally
var attributeFilter: Array<String>

get() =
definedExternally

set(value) = definedExternally
var attributeFilter: Array<String>

get() =
definedExternally

var characterDataOldValue: Boolean?

get() =
definedExternally

set(value) = definedExternally

var attributeFilter: Array<String>?

get() =
definedExternally

set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize(): Node
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node): Boolean
    fun isSameNode(otherNode: Node): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node): Boolean
    fun lookupPrefix(namespace: String): String
    fun lookupNamespaceURI(prefix: String): String
    fun isDefaultNamespace(namespace: String): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType
    open val documentElement: Element
    open val openValLocation: Location
    open val openValDomain: String
    open val openValReferrer: String
    open val openValCookie: String
    open val openValLastModified: String
    open val openValReadyState: DocumentReadyState
    open val openValTitle: String
    open val openValDir: String
    open val openValBody: HTMLElement
    open val openValHead: HTMLHeadElement
    open val openValImages: HTMLCollection
    open val openValEmbeds: HTMLCollection
    open val openValPlugins: HTMLCollection
    open val openValNodes: NodeList
    open val openValRemovedNodes: NodeList
    open val openValPreviousSibling: Node
    open val openValNextSibling: Node
    open val openValAttributeName: String
    open val openValAttributeNamespace: String
    open val openValOldValue: String
    open val openValTextContent: String
    open val openValRootNode: Node
    open val openValParentNode: Node
    open val openValElement: Element
    open val openValChildNodes: NodeList
    open val openValFirstChild: Node
    open val openValLastChild: Node
    open val openValPreviousSibling: Node
    open val openValNextSibling: Node
    open val openValnodeValue: String
    open val openValtextContent: String
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize(): Node
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node): Boolean
    fun isSameNode(otherNode: Node): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node): Boolean
    fun lookupPrefix(namespace: String): String
    fun lookupNamespaceURI(prefix: String): String
    fun isDefaultNamespace(namespace: String): Boolean
    fun insertBefore(node: Node, child: Node): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByTagName(classNames: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(“interface”: String): Event
fun createRange(): Range
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close(): Unit
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterm(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun clear(): Unit
fun captureEvents(): Unit
fun releaseEvents(): Unit
fun elementFromPoint(x: Double, y: Double): Element?
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
fun createTouchList(vararg touches: Touch): TouchList
fun exitFullscreen(): Promise<Unit>

ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
ElementCreationOptions { /* var `is`: String? */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface ElementCreationOptions {
    var `is`: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {
    val o = js("({})")
    o["is"] = `is`
    return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic)
    override fun prepend(vararg nodes: dynamic)
    override fun.querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin

```kotlin
/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open var innerHTML: String
    open var outerHTML: String

    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun removeAttributeNode(attr: Attr)
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scrollIntoView(arg: dynamic)
    fun scrollBy(): ScrollToOptions
    fun scrollBy(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollTo(): ScrollToOptions
    fun scrollTo(x: Double, y: Double)
    fun scrollToBy(): ScrollToOptions
    fun scrollToBy(x: Double, y: Double)
    fun insertAdjacentHTML(position: String, text: String)
    fun setPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun requestFocusMode(): boolean
    fun requestFullscreen(): boolean
    fun requestPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun hasPointerCapture(pointerId: Int): boolean
    fun getBoundingClientRect(): DOMRect
    fun getClientRects(): Array<DOMRect>
    fun scrollIntoView(): void
    fun scrollBy(): void
    fun scrollBy(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollTo(): void
    fun scrollTo(x: Double, y: Double)
    fun scrollToBy(): void
    fun scrollToBy(x: Double, y: Double)
    fun insertAdjacentHTML(): void
    fun setPointerCapture(): void
    fun releasePointerCapture(): void
    fun requestFocusMode(): void
    fun requestFullscreen(): void
    fun requestPointerCapture(): void
    fun releasePointerCapture(): void
    fun hasPointerCapture(): boolean
    fun getBoundingClientRect(): DOMRect
    fun getClientRects(): Array<DOMRect>
    fun scrollIntoView(): void
    fun scrollBy(): void
    fun scrollBy(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollTo(): void
    fun scrollTo(x: Double, y: Double)
    fun scrollToBy(): void
    fun scrollToBy(x: Double, y: Double)
    fun insertAdjacentHTML(): void
    fun setPointerCapture(): void
    fun releasePointerCapture(): void
    fun requestFocusMode(): void
    fun requestFullscreen(): void
    fun requestPointerCapture(): void
    fun releasePointerCapture(): void
    fun hasPointerCapture(): boolean
    fun getBoundingClientRect(): DOMRect
    fun getClientRects(): Array<DOMRect>
    fun scrollIntoView(): void
    fun scrollBy(): void
    fun scrollBy(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollTo(): void
    fun scrollTo(x: Double, y: Double)
    fun scrollToBy(): void
    fun scrollToBy(x: Double, y: Double)
    fun insertAdjacentHTML(): void
    fun setPointerCapture(): void
    fun releasePointerCapture(): void
    fun requestFocusMode(): void
    fun requestFullscreen(): void
    fun requestPointerCapture(): void
    fun releasePointerCapture(): void
    fun hasPointerCapture(): boolean
    fun getBoundingClientRect(): DOMRect
    fun getClientRects(): Array<DOMRect>
    fun scrollIntoView(): void
    fun scrollBy(): void
    fun scrollBy(x: Double, y: Double)
    fun scrollBy(o...
ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val
PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val
DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val
DOCUMENT_POSITION_CONTAINED_BY: Short
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
]* Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin

ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
]* Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin

ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
]* Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin

ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
]* Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin

ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
]*
definedExternally

var w: Double? /* = 1.0 */
    get() = definedExternally
    set(value) = definedExternally

var w: Double? /* = 1.0 */
    get() = definedExternally
    set(value) = definedExternally

DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally,
    height: Double = definedExternally): DOMRectReadOnly

DOMRectInit(x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally

DOMRectInit(x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally

DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double)

DOMRectList: ItemArrayLike<DOMRect>

DOMMatrixReadOnly(numberSequence: Array<Double>)

DOMMatrix(numberSequence: Array<Double>)
DOMMatrixReadOnly
constructor(arr32: Float32Array)
constructor(arr64: Float64Array)
constructor(numberSequence: Array<Double>)
override var a: Double
override var b: Double
override var c: Double
override var d: Double
override var e: Double
override var f: Double
override var m11: Double
override var m12: Double
override var m13: Double
override var m14: Double
override var m21: Double
override var m22: Double
override var m23: Double
override var m24: Double
override var m31: Double
override var m32: Double
override var m33: Double
override var m34: Double
override var m41: Double
override var m42: Double
override var m43: Double
override var m44: Double
fun multiplySelf(other: DOMMatrix): DOMMatrix
fun preMultiplySelf(other: DOMMatrix): DOMMatrix
fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
fun skewXSelf(sx: Double): DOMMatrix
fun skewYSelf(sy: Double): DOMMatrix
fun invertSelf(): DOMMatrix
fun setMatrixValue(transformList: String): DOMMatrix

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript
[ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
*/
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
    get() = definedExternally
    set(value) = definedExternally
    var top: Double?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript
[MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
*/
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript
[MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
*/
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean
}

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}

public external interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var matches: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaQueryListEventInit(media: String? = 
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

val * Exposes the JavaScript
[CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
*/

val *
external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun getClientRect(): DOMRect?
}

external abstract class ScrollIntoViewOptions {
    open fun scrollTo(block: ScrollLogicalPosition?, inline: ScrollLogicalPosition?): Unit
}

public external interface ScrollIntoViewOptions {
    val offsetNode: Node
    val offset: Int
    val block: ScrollLogicalPosition?
    val inline: ScrollLogicalPosition?
    fun getClientRect(): DOMRect?
}

public external interface ScrollIntoViewOptions : ScrollIntoViewOptions {
    var block: ScrollLogicalPosition?
    var inline: ScrollLogicalPosition?
}

@kotlin.internal.InlineOnly
public inline fun ScrollIntoViewOptions(block: ScrollLogicalPosition?, inline: ScrollLogicalPosition?): Unit = scrollIntoViewOptions(block).get()

public external interface BoxQuadOptions {
    var box: CSSBoxType?
    var relativeTo: dynamic
}

@kotlin.internal.InlineOnly
public inline fun BoxQuadOptions(box: CSSBoxType?, relativeTo: dynamic): BoxQuadOptions = boxQuadOptions(box, relativeTo)

public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType?
    var toBox: CSSBoxType?
}

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType?, toBox: CSSBoxType?): ConvertCoordinateOptions = convertCoordinateOptions(fromBox, toBox)

/**
 * Exposes the JavaScript [GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin
 */
public external interface GeometryUtils {
    fun getBoxQuads(options: BoxQuadOptions): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, options: ConvertCoordinateOptions): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, options: ConvertCoordinateOptions): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, options: ConvertCoordinateOptions): DOMPoint
}

/**
 * Exposes the JavaScript [Touch](https://developer.mozilla.org/en/docs/Web/API.Touch) to Kotlin
 */
public external abstract class Touch {
    open val identifier: Int
    open val target: EventTarget
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val pageX: Int
    open val pageY: Int
    open val region: String?
}

public external abstract class TouchList : ItemArrayLike<Touch> {
    fun item(index: Int): Touch?
}

@kotlin.internal.InlineOnly
public inline operator fun TouchList.get(index: Int): Touch? = asDynamic()[index]

public external open class TouchEvent : UIEvent {
    open val touches: TouchList
    open val targetTouches: TouchList
    open val changedTouches: TouchList
    open val altKey: Boolean
    open val metaKey: Boolean
    open val ctrlKey: Boolean
    open val shiftKey: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */
public external open class Image(width: Int, height: Int) : HTMLImageElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Audio(src: String = definedExternally): HTMLAudioElement { override var onabort: ((Event) -> dynamic)?
override var onblur: ((FocusEvent) -> dynamic)?
override var oncancel: ((Event) -> dynamic)?
override var oncanplay: ((Event) -> dynamic)?
override var oncanplaythrough: ((Event) -> dynamic)?
override var onchange: ((Event) -> dynamic)?
override var oncomplete: ((Event) -> dynamic)?
override var oncontextmenu: ((MouseEv}
override fun remove() { override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */) :
Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad

companion object {
    val NETWORK_EMPTY: Short
    val NETWORK_IDLE: Short
    val NETWORK_LOADING: Short
    val NETWORK_NO_SOURCE: Short
    val HAVE_NOTHING: Short
    val HAVE_METADATA: Short
    val HAVE_CURRENT_DATA: Short
    val HAVE_FUTURE_DATA: Short
    val HAVE_ENOUGH_DATA: Short
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragexit: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondrop: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onemptied: ((Event, String, Int, Int, Any?) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onwheel: ((WheelEvent) -> dynamic)?
    override var onpause: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onprogress: ((ProgressEvent) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = "preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =

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/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = 
    "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = 
    "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = 
    "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign {
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = 
    "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = 
    "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = 
    "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = 
    "right".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = 
    "top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = 
    "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = 
    "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = 
    "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = 
    "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = 
    "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = 
    "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = 
    "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = 
    "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration {
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = 
    "auto".asDynamic().unsafeCast<ScrollRestoration>()

public inline val ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = 
    "manual".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_INEXTERNALINTERFACE")
public external interface ImageOrientation {
    companion object
}

    "none".asDynamic().unsafeCast<ImageOrientation>()

    "flipY".asDynamic().unsafeCast<ImageOrientation>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = 
    "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =
"premultiply\".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() =
"padding".asDynamic().unsafeCast<CSSBoxType>().\n
public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()" /*
 * Copyright 2010-2019 JetBrains
 * * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!!
See github.com/kotlin/dukat for details!
package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

private val BODY_TAG = "body"

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy: dynamic = undefined,
mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache: RequestCache? = undefined,
redirect: RequestRedirect? = undefined, integrity: String? = undefined, keepalive: Boolean? = undefined,
window: Any? = undefined?): RequestInit {
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}
Boolean
open val status: Short
open val ok: Boolean
open val statusText: String
open val bodyUsed: Boolean
fun clone(): Response
override fun arrayBuffer(): Promise<ArrayBuffer>
override fun blob(): Promise<Blob>
override fun formData(): Promise<FormData>
override fun json(): Promise<Any?>
override fun text(): Promise<String>

companion object {
fun error(): Response
fun redirect(url: String, status: Short = definedExternally): Response
}

public external interface ResponseInit {
var status: Short? /* = 200 */
get() = definedExternally
set(value) = definedExternally
var statusText: String? /* = "OK" */
get() = definedExternally
set(value) = definedExternally
var headers: dynamic
get() = definedExternally
set(value) = definedExternally
var headers:
get() = definedExterna
set(value) = definedExternally

fun @kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
val o = js("({})")
o["status"] = status
o["statusText"] = statusText
o["headers"] = headers
return o
}" please, don't implement this interface! */

public external interface RequestType {
companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

}" please, don't implement this interface!

public external interface RequestDestination {
companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {

    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {

    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {

    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {

    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {

    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAUL
"opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() =
"opaqueredirect".asDynamic().unsafeCast<ResponseType>()
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeModel"] = resizeModel
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeModel"] = resizeModel
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeModel"] = resizeModel
}
```javascript
import { O } from 'open-source-used-in-dnac-platform-antelope-8257'

// Example usage:
const mediaTrackConstraintSet = O.flexible
    .set(width: 800, height: 600)
    .set(aspectRatio: 16/9)
    .set(frameRate: 30)
    .set(facingMode: 'environmental')
    .set(resizeMode: 'stretch')
    .set(volume: 0.5)
    .set(sampleRate: 44100)
    .set(sampleSize: 16)
    .set(echoCancellation: true)
    .set(autoGainControl: true)
    .set(noiseSuppression: true)
    .set(latency: 50)
    .set(channelCount: 2)
    .set(deviceId: '1234567890')
    .set(groupId: 'abc123')

console.log(mediaTrackConstraintSet)
```

This code snippet demonstrates how to create a `MediaTrackConstraintSet` object in JavaScript. The `O` object is from the `open-source-used-in-dnac-platform-antelope-8257` library, which provides functions for creating and manipulating media track constraints.

The `MediaTrackConstraintSet` constructor takes several parameters, such as `width`, `height`, `aspectRatio`, `frameRate`, `facingMode`, `resizeMode`, `volume`, `sampleRate`, `sampleSize`, `echoCancellation`, `autoGainControl`, `noiseSuppression`, `latency`, `channelCount`, `deviceId`, and `groupId`. Each of these parameters can be set to a specific value using dot notation.

The constructor also supports chaining methods to create a fluent interface, making it easier to build complex constraints.

```javascript
const mediaTrackSettings = O.flexible
    .setWidth(800)
    .setHeight(600)
    .setAspectRatio(16/9)
    .setFrameRate(30)
    .setFacingMode('environmental')
    .setResizeMode('stretch')
    .setVolume(0.5)
    .setSampleRate(44100)
    .setSampleSize(16)
    .setEchoCancellation(true)
    .setAutoGainControl(true)
    .setNoiseSuppression(true)
    .setLatency(50)
    .setChannelCount(2)
    .deviceId('1234567890')
    .groupId('abc123')

console.log(mediaTrackSettings)
```

This code snippet is similar to the previous one but uses the `set` method for each property, providing a more concise way to build the constraint set.

These examples illustrate how to use the library to create and configure media track constraints in JavaScript.
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```kotlin
interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("{}")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("{}")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
```

---

Open Source Used In DNAC Platform Antelope 8259
false): PointerEventInit {\n    val o = js("({})")\n    o["pointerId"] = pointerId\n    o["width"] = width\n    o["height"] = height\n    o["pressure"] = pressure\n    o["tangentialPressure"] = tangentialPressure\n    o["tiltX"] = tiltX\n    o["tiltY"] = tiltY\n    o["twist"] = twist\n    o["pointerType"] = pointerType\n    o["isPrimary"] = isPrimary\n    o["screenX"] = screenX\n    o["screenY"] = screenY\n    o["clientX"] = clientX\n    o["clientY"] = clientY\n    o["button"] = button\n    o["buttons"] = buttons\n    o["relatedTarget"] = relatedTarget\n    o["region"] = region\n    o["ctrlKey"] = ctrlKey\n    o["shiftKey"] = shiftKey\n    o["altKey"] = altKey\n    o["metaKey"] = metaKey\n    o["modifierAltGraph"] = modifierAltGraph\n    o["modifierCapsLock"] = modifierCapsLock\n    o["modifierFn"] = modifierFn\n    o["modifierLock"] = modifierLock\n    o["modifierNumLock"] = modifierNumLock\n    o["modifierScrollLock"] = modifierScrollLock\n    o["modifierSuper"] = modifierSuper\n    o["modifierSymbol"] = modifierSymbol\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o
}

/**
 * Exposes the JavaScript
 * [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin\n */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/*
* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n
package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")\n    o["fill"] = fill\n    o["stroke"] = stroke\n    o["markers"] = markers\n    o["clipped"] = clipped\n    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGGraphicsElement : SVGElememt, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally):
    DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGNumber {
    open var value: Float
}

public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
        val SVG_ANGLETYPE_CM: Short
        val SVG_ANGLETYPE_MM: Short
        val SVG_ANGLETYPE_IN: Short
        val SVG_ANGLETYPE_PT: Short
        val SVG_ANGLETYPE_PC: Short
    }

    public external abstract class SVGNameList {
        open val length: Int
        open val numberOfItems: Int
        fun clear()
        fun initialize(newItem: dynamic): dynamic
        fun insertItemBefore(newItem: dynamic, index: Int): dynamic
        fun replaceItem(newItem: dynamic, index: Int): dynamic
        fun removeItem(index: Int): dynamic
        fun appendItem(newItem: dynamic): dynamic
        fun
getItem(index: Int): dynamic

getItem(index: Int): dynamic = asDynamic()[index]

Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin

*public external abstract class SVGNumberList {

    open val length: Int
    open val numberOfItems: Int

    fun clear()
    fun initialize(newItem: SVGNumber)
    fun insertItemBefore(newItem: SVGNumber, index: Int)
    fun replaceItem(newItem: SVGNumber, index: Int)
    fun get(index: Int)
    fun get(index: Int): SVGNumber?
    fun set(index: Int, newItem: SVGNumber)
    fun set(index: Int, newItem: SVGNumber?)

    /**
     * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
     */
    public external abstract class SVGLengthList {

        open val length: Int
        open val numberOfItems: Int

        fun clear()
        fun initialize(newItem: SVGLength)
        fun insertItemBefore(newItem: SVGLength, index: Int)
        fun replaceItem(newItem: SVGLength, index: Int)
        fun get(index: Int)
        fun get(index: Int): SVGLength?
        fun set(index: Int, newItem: SVGLength)
        fun set(index: Int, newItem: SVGLength?)

        /**
         * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
         */
        public external abstract class SVGAnimatedBoolean {

            open var baseVal: Boolean
            open val animVal: Boolean

            /**
             * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
             */
            public external abstract class SVGAnimatedEnumeration {

                open var baseVal: Short
                open val animVal: Short

                /**
                 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
                 */
                public external abstract class SVGAnimatedInteger {

                    open var baseVal: Int
                    open val animVal: Int

                    /**
                     * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
                     */
                    public external abstract class SVGAnimatedNumber {

                        open var baseVal: Float
                        open val animVal: Float

                        /**
                         * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
                         */
                        public external abstract class SVGAnimatedAngle {

                            open var baseVal: SVGAngle
                            open val animVal: SVGAngle

                            /**
                             * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                             */
                            public external abstract class SVGAnimatedNumberList {

                                open var baseVal: SVGNumberList
                                open val animVal: SVGNumberList

                                /**
                                 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
                                 */
                                public external abstract class SVGAnimatedLengthList {

                                    open var baseVal: SVGLengthList
                                    open val animVal: SVGLengthList

                                    /**
                                     * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
                                     */
                                    public external abstract class SVGAnimatedRect {

                                        open var baseVal: DOMRect
                                        open val animVal: DOMRect

                                        /**
                                         * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                                         */
                                        public external abstract class SVGAnimatedNumberList {

                                            open var baseVal: SVGNumberList
                                            open val animVal: SVGNumberList

                                            /**
                                             * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
                                             */
                                            public external abstract class SVGAnimatedLengthList {

                                                open var baseVal: SVGLengthList
                                                open val animVal: SVGLengthList

                                                /**
                                                 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
                                                 */
                                                public external abstract class SVGAnimatedRect {

                                                    open var baseVal: DOMRect
                                                    open val animVal: DOMRect

                                                    /**
                                                     * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                                                     */
                                                    public external abstract class SVGAnimatedNumberList {

                                                        open var baseVal: SVGNumberList
                                                        open val animVal: SVGNumberList

                                                        /**
                                                         * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
                                                         */
                                                         public external abstract class SVGAnimatedLengthList {

                                                             open var baseVal: SVGLengthList
                                                             open val animVal: SVGLengthList

                                                             /**
                                                              * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
                                                              */
                                                              public external abstract class SVGAnimatedRect {

                                                                  open var baseVal: DOMRect
                                                                  open val animVal: DOMRect

                                                                  /**
                                                                   * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                                                                   */
                                                                   public external abstract class SVGAnimatedNumberList {

                                                                       open var baseVal: SVGNumberList
                                                                       open val animVal: SVGNumberList

                                                                       /**
                                                                        * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
                                                                        */
                                                                        public external abstract class SVGAnimatedLengthList {

                                                                            open var baseVal: SVGLengthList
                                                                            open val animVal: SVGLengthList

                                                                            /**
                                                                             * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
                                                                             */
                                                                             public external abstract class SVGAnimatedRect {

                                                                                 open var baseVal: DOMRect
                                                                                 open val animVal: DOMRect

                                                                                 /**
                                                                                  * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                                                                                  */
                                                                                  public external abstract class SVGAnimatedNumberList {

                                                                                      open var baseVal: SVGNumberList
                                                                                      open val animVal: SVGNumberList

                                                                                      /**
                                                                                       * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
                                                                                       */
                                                                                       public external abstract class SVGAnimatedLengthList {

                                                                                           open var baseVal: SVGLengthList
                                                                                           open val animVal: SVGLengthList

                                                                                           /**
                                                                                            * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
                                                                                           */
                                                                                           public external abstract class SVGAnimatedRect {

                                                                                                           open var baseVal: DOMRect
                                                                                                           open val animVal: DOMRect

                                                                                                           /**
                                                                                                            * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
                                                                                                            */
                                                                                                            public external abstract class SVGAnimatedNumberList {

                                                                                                                open var baseVal: SVGNumberList
                                                                                                                open val animVal: SVGNumberList
                                                                                                                **/
animVal: SVGLengthList\n
```kotlin
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun insertItemAtBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? =
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) {
    asDynamic()[index] = newItem
}
```

```kotlin
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan,
```

```kotlin
open val x: SVGAnimatedLength
open val y: SVGAnimatedLength
open val width: SVGAnimatedLength
open val height: SVGAnimatedLength
open var currentScale: Float
open var currentTranslate: DOMPointReadOnly
open fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
open fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
open fun checkIntersection(rect: DOMRect): Boolean
open fun checkEnclosure(rect: DOMRect): Boolean
open fun deselectAll()
open fun createSVGNumber(): SVGNumber
open fun createSVGLength(): SVGLength
open fun createSVGAngle(): SVGAngle
open fun createSVGPoint(): DOMPoint
open fun createSVGMatrix(): DOMMatrix
open fun createSVGRect(): DOMRect
open fun createSVGTransform(): SVGTransform
open fun createSVGTransformFromMatrix(matrix: DOMMatrix): SVGTransform
open fun getElementById(elementId: String): Element
open fun suspendRedraw(maxWaitMilliseconds: Int): Int
open fun unsuspendRedraw(suspendHandleID: Int): Int
open fun unsuspendRedrawAll(): Int
open fun forceRedraw(): Int
open companion object {
    val SVG_ZOOMANDPAN_UNKNOWN: Short
    val SVG_ZOOMANDPAN_DISABLE: Short
    val SVG_ZOOMANDPAN_MAGNIFY: Short
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITYREFERENCE_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
```
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUnknownElement](https://developer.mozilla.org/en/docs/Web/API/SVGUnknownElement) to Kotlin
 */
public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}
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SVGTransform::\n
\n
public inline operator fun SVGTransformList.get(index: Int): SVGTransform

\n
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

\n
* Exposes the JavaScript

[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin

\n
* Exposes the JavaScript

[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin

\n
* Exposes the JavaScript

[SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin

\n
* Exposes the JavaScript

[SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin

\n
* Exposes the JavaScript

[SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin

\n
* Exposes the JavaScript

[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin

\n
* Exposes the JavaScript

[SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
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```java
[SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin

```*/

```java
public
external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public
external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public
external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public
external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public
```
external interface SVGAnimatedPoints { \n    val points: SVGPointList \n    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemAtBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItemAt(index: Int): DOMPoint
    fun appendItemAt(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int): DOMPoint
    fun getExtentsOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int): Int
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}
val TEXTPATH_SPACINGTYPE_AUTO: Short
val TEXTPATH_SPACINGTYPE_EXACT: Short
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER.ORIENT_UNKNOWN: Short
        val SVG_MARKER.ORIENT_AUTO: Short
        val SVG_MARKER.ORIENT_ANGLE: Short
    }
}
/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

    /**
     * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
     */
    public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
        open val gradientUnits: SVGAnimatedEnumeration
        open val gradientTransform: SVGAnimatedTransformList
        open val spreadMethod: SVGAnimatedEnumeration

        companion object {
            val SVG_SPREADMETHOD_UNKNOWN: Short
            val SVG_SPREADMETHOD_PAD: Short
            val SVG_SPREADMETHOD_REFLECT: Short
            val SVG_SPREADMETHOD_REPEAT: Short
            val SVG_UNIT_TYPE_UNKNOWN: Short
            val SVG_UNIT_TYPE_USERSPACEONUSE: Short
            val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    /**
     * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
     */
    public external abstract class SVGLinearGradientElement : SVGGradientElement {
        open val x1: SVGAnimatedLength
        open val y1: SVGAnimatedLength
        open val x2: SVGAnimatedLength
        open val y2: SVGAnimatedLength

        companion object {
            val SVG_SPREADMETHOD_UNKNOWN: Short
            val SVG_SPREADMETHOD_PAD: Short
            val SVG_SPREADMETHOD_REFLECT: Short
            val SVG_SPREADMETHOD_REPEAT: Short
            val SVG_UNIT_TYPE_UNKNOWN: Short
            val SVG_UNIT_TYPE_USERSPACEONUSE: Short
            val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }
/**
 * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchpathElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
ATTRIBUTE_NODE, TEXT_NODE, CDATA_SECTION_NODE, ENTITY_REFERENCE_NODE, PROCESSING_INSTRUCTION_NODE, COMMENT_NODE, DOCUMENT_NODE, DOCUMENT_TYPE_NODE, DOCUMENT_FRAGMENT_NODE, DOCUMENT_POSITION_DISCONNECTED, DOCUMENT_POSITION_PRECEDING, DOCUMENT_POSITION_FOLLOWING, DOCUMENT_POSITION_CONTAINS, DOCUMENT_POSITION_CONTAINED_BY, DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC

/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See https://github.com/kotlin/dukat for details

package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 * [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
    ImageBitmapSource {
    open val size: Number
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close()
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 * [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 * [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
 */
public external abstract class FileList : ItemArrayLike<File> {
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
public operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * [FileReader](https://developer.mozilla.org/en/docs/Web/API/ FileReader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
    fun abort(): Unit
    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 * [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.device.*
import org.w3c.dom.events.*
import org.w3c.dom.html.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    var lang: String? /* = "" */
    var body: String? /* = "" */
    var tag: String? /* = "" */
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean? /* = false */
    var silent: Boolean? /* = false */
    var noscreen: Boolean? /* = false */
    var requireInteraction: Boolean? /* = false */
    var sticky: Boolean? /* = false */
    var data: Any? /* = null */
    var actions: Array<NotificationAction>?
}

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly
```kotlin
@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""):
    GetNotificationOptions {
        val o = js("({})")
        o["tag"] = tag
        return o
    }

/**
 * Exposes the JavaScript NotificationEvent([NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
    ExtendableEvent {
        open val notification: Notification
        open val action: String

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface NotificationEventInit : ExtendableEventInit {
            var notification: Notification?
                get() = definedExternally
                set(value) = definedExternally
            var action: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["notification"] = notification
            o["action"] = action
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

        /* please, don't implement this interface! */
        @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
        public external interface NotificationPermission {
        }

        public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()
        public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
        public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

        /* please, don't implement this interface! */
        @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
        public external interface NotificationDirection {
        }

        public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()
        public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()
        public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
```

---

See github.com/kotlin/dukat for details
NotificationOptions = definedExternally): Promise<Unit>
fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<Array<Notification>>
fun methodName(): Promise<dynamic>

/**
 * Exposes the JavaScript
 */
public external abstract class ServiceWorkerContainer : EventTarget {

    val controller: ServiceWorker?
    val ready: Promise<ServiceWorkerRegistration>
    var oncontrollerchange: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?

    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<ServiceWorkerRegistration?>
    fun startMessages(): Promise<Unit>

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    val data: Any?
    val origin: String
    val lastEventId: String
    val source: UnionMessagePortOrServiceWorker?
    val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun getRegistration(clientURL: String = definedExternally): Promise<ServiceWorkerRegistration>
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    val clients: Clients
    val registration: ServiceWorkerRegistration
    var oninstall: ((Event) -> dynamic)?
    var onactivate: ((Event) -> dynamic)?
    var onfetch: ((FetchEvent) -> dynamic)?
    var onforeignfetch: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onnotificationclick: ((NotificationEvent) -> dynamic)?
    var onnotificationclose: ((NotificationEvent) -> dynamic)?
    var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript
 */
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
    val url: String
    val frameType: FrameType
    val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 */
public external abstract class WindowClient : Client {
    val visibilityState: dynamic
    var focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/**
 * Exposes the JavaScript
 */
public external abstract class DNACPlatformAntelope
Clients

```kotlin
public external abstract class Clients {
    fun get(id: String): Promise<Any?
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient?

    fun get(id: String): Promise<Any?
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient?
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
    var type: ClientType? /* = ClientType.WINDOW */
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o

    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ExtendableEventInit : EventInit

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
        fun registerForeignFetch(options: ForeignFetchOptions)
    }

    public external interface ForeignFetchOptions {
        var scopes: Array<String>?
        var origins: Array<String>?
    }

    @kotlin.internal.InlineOnly
    public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
        val o = js("({})")
        o["scopes"] = scopes
        o["origins"] = origins
        return o
    }

    public external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {
        fun respondWith(r: Promise<ForeignFetchResponse>)
    }

    public external interface ForeignFetchEventInit : ExtendableEventInit {
        var request: Request?
        var origin: String
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["request"] = request
        o["origin"] = origin
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
```

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```kotlin
public external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
    var origin: String?
        get() = definedExternally
    var headers: Array<String>?
        get() = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}

/**
 * Exposes the JavaScript
 * [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<out MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 * [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = undefined, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = undefined, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}
```

---

Open Source Used In DNAC Platform Antelope 8282
[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin

```kotlin
abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

open class FunctionalEvent : ExtendableEvent { companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}

open interface UnionMessagePortOrServiceWorker

external interface UnionClientOrMessagePortOrServiceWorker

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
external interface ServiceWorkerState {
    companion object
}

inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()
inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()
inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()
inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()
inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
external interface FrameType {
}

inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()
inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()
inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()
inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
external interface ClientType {
}

inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()
inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()
inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()
inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the
 * [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to
 * Kotlin
 */
abstract class XMLHttpRequestEventTarget : EventTarget {
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var ontimeout: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
}
```

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[XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin

```kotlin
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?

    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
    }
}
```

[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin

```kotlin
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}
```

[ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin

```kotlin
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    var loaded: Number? /* = 0 */
    var total: Number? /* = 0 */
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

[XMLHttpRequestResponseType](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestResponseType) to Kotlin

```kotlin
public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
```

*/

---

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[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin

```kotlin
[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin

```
kotlin.annotation.AnnotationTarget.*

import kotlin.internal.RequireKotlin

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by using
 * [UseExperimental], or by being annotated with that marker themselves, effectively causing further
 * propagation of that experimental aspect.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlinVersionKind.COMPLIER_VERSION
@Deprecated("Please use RequiresOptIn instead.", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Experimental("Please use $OptIn instead.", ReplaceWith("$OptIn(*markerClass)", "kotlin.OptIn"))
public annotation class Experimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(Target
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPEALIAS)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(Target
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPEALIAS)

Open Source Used In DNAC Platform Antelope 8285
with `@BuilderInference`.

Example: we declare
```kotlin
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>(). -> Unit): Sequence<T>
```
and use it like
```kotlin
val result = sequence {
  yield("result")
}
```
Here the type argument of the resulting sequence is inferred to `String` from the argument of the `SequenceScope.yield` function, that is called inside the lambda passed to `sequence`.

Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

```kotlin
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
public annotation class BuilderInference
```

Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by
```kotlin
@OptIn(ExperimentalMultiplatform::class)
```
or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.

```kotlin
@Suppress("DEPRECATION")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(
  CLASS,
  ANNOTATION_CLASS,
  PROPERTY,
  FIELD,
  LOCAL_VARIABLE,
  VALUE_PARAMETER,
  CONSTRUCTOR,
  FUNCTION,
  PROPERTY_GETTER,
  PROPERTY_SETTER,
  TYPEALIAS
)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind =
  RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform
```

```kotlin
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind =
  RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class RequiresOptIn(

  val message: String = "",
  val level: Level = Level.ERROR
) {
  /**
   * Severity of the diagnostic that should be reported on usages of API without an explicit opt-in, or empty string for the default message.
   * The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)'", where 'Marker' is the opt-in requirement marker.
   * @property level specifies how usages of API without an explicit opt-in are reported in code.
   */

  @Override
  @Retention(AnnotationRetention.BINARY)
  @Target(ANNOTATION_CLASS)
  @Suppress("DEPRECATION")
  public annotation class OptionalExpectation
```
annotated with the corresponding marker annotation.

```java
public enum class Level {
    WARNING, ERROR
}
```

```java
@Target(
    CLASS, PROPERTY,
    LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
    PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.1.1")
@RequireKotlinVersionKind.COMPILE_VERSION
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)
```

```java
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
        elements.all { contains(it) }

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided array or creates new array of the same type
     * and
     * fills it with the elements of this collection.
     * @param array the array to fill
     * @param newElement the new element
     * @return the filled array
     */
    protected open fun <T> toArray(array: Array<T>, newElement: T): Array<T> =
        copyToArrayImpl(this, array)
}
```

```java
protected enum class State {
    Ready, NotReady, Done, Failed
}
```

```java
@SinceKotlin("1.3.70")
@RequireKotlin("1.3.70")
private var markerClass: KClass<out Annotation>? = null
```

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@SinceKotlin("1.3.70")
@RequireKotlin("1.3.70")
private var markerClass: KClass<out Annotation>? = null
```

```java
@SinceKotlin("1.3.70")
@RequireKotlin("1.3.70")
private var markerClass: KClass<out Annotation>? = null
```
fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }

internal fun

override fun containsKey(key: K): Boolean {
    return implFindEntry(key) != null
}

override

@SinceKotlin("1.1")
public abstract class AbstractMap<K, out V> protected constructor() : Map<K, V>

map is invariant on its key type.
 * @param V the type of map values. The map is covariant on its value type.

[entries] property, which should return read-only set of map entries.
 *
 * @param K the type of map keys. The
definition is: In

abstract override fun get(index: Int): E

override fun iterator(): Iterator<E> = IteratorImpl()

override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)

RandomAccess

private var _size: Int = 0

init {

checkRangeIndexes(fromIndex, toIndex, list.size)

this._size = toIndex - fromIndex

override fun get(index: Int): E {

val otherIterator = other.iterator()

for (elem in c) {

val elemOther = otherIterator.next()

if (elem != elemOther) {
                return false
            }
        }
        return true
    }

internal fun

fun orderedHashCode(c: Collection<*>) { Int {

hashCode = 31 * hashCode + (e?.hashCode() ?: 0)

}

internal fun checkElementIndex(index: Int, size: Int) {

if (index < 0 || index >= size) {
                throw IndexOutOfBoundsException("index: $index, size: $size")

}

checkPositionIndex(index: Int, size: Int) {

if (index < 0 || index >= size) {
                throw IndexOutOfBoundsException("index: $index, size: $size")

}

checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {

if (fromIndex < 0 || toIndex > size) {
                throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex, size: $size")

}

checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {

if (startIndex < 0 || endIndex > size) {
                throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex, size: $size")

}

checkPositionIndex(fromIndex: Int, toIndex: Int, size: Int) {

if (fromIndex > toIndex) {
                throw IllegalArgumentException("fromIndex: $fromIndex > toIndex: $toIndex")

}

checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {

if (startIndex < 0 || endIndex > size) {
                throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex")

}

internal fun orderedHashCode(c: Collection<*>) {

if (!hasNext()) throw NoSuchElementException()
            return get(index++)
        }

override fun previousIndex(): Int = index - 1

override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()
            return get(--index)
        }

override fun nextIndex(): Int = index

override fun hasPrevious(): Boolean = index > 0

override fun next(): E {
            if (!hasNext()) throw NoSuchElementException()
            return get(index++)
        }

override fun hasNext(): Boolean = index < size

override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)

override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)

@UnsafeVariance E): Int = indexOfLast { it == element }

override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }

override fun orderInMap(): Boolean {

return orderedEquals(this, other)
    }

/**
 * Returns the hash code value for
 * @return true, if 

containsValue(Any?): Boolean {

if (other !== this) return false

return orderedEquals(this, other) &&

* * *

* Returns the hash code value for
this list.

* * *

* * *

* * *


private open inner class IteratorImpl {

/** the index of the item that will be returned on the next call to [next]`()` */

protected

* * *

* * *

* * *

Implementation of [AbstractMap]

private open inner class ListIteratorImpl(index: Int) :

ListIterator<E> {

*/

private val kotlin.collections.

open class AbstractMap<K, V> : Map<K, V>

abstract override val size: Int

abstract override

protected constructor() : AbstractCollection<E>(), List<E> {
    abstract override val size: Int
    abstract override

override

module

object {
    internal fun unorderedHashCode(c: Collection<*>) : Int {
        var hashcode = 0
        for (element in c) {
            hashcode += (element?.hashCode() ?: 0)
        }
        return hashcode
    }

    internal fun setEquals(c: Set<*>, other: Set<*>) : Boolean {
        if (c.size != other.size) return false
        return c.containsAll(other) || c.size == other.size
    }
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found
 * in the license/LICENSE.txt file. */

package kotlin.collections

import kotlin.native.concurrent.SharedImmutable

@SharedImmutable
private val emptyElementData = emptyArray<Any?>()
private const val maxArraySize = Int.MAX_VALUE - 8
private const val defaultMinCapacity = 10

/**
 * Resizable-array implementation of the deque data structure.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public class ArrayDeque<E> : AbstractMutableList<E> {
    private var head: Int = 0
    private var elementData: Array<Any?>

    override var size: Int = 0
        private set

    /**
     * Constructs an empty deque with specified [initialCapacity], or throws [IllegalArgumentException] if [initialCapacity] is negative.
     */
    public constructor(initialCapacity: Int) {
        if (initialCapacity < 0) throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
        if (initialCapacity > maxArraySize)
            throw IllegalArgumentException("ArrayDeque is too big.")
        elementData = arrayOfNulls(initialCapacity.coerceAtLeast(defaultMinCapacity))
    }

    /**
     * Constructs a deque that contains the same elements as the specified [elements] collection in the same order.
     */
    public constructor(elements: Collection<E>) {
        elementData = elements.toTypedArray()
        size = elementData.size
        if (elementData.isEmpty())
            elementData = emptyElementData
    }

    /**
     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].
     * If the current capacity is less than the [minCapacity], a new backing storage is allocated with greater capacity.
     * Otherwise, this method takes no action and simply returns.
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size)
            return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }

        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    // made internal for testing
    internal fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {
        var newCapacity = oldCapacity + (oldCapacity shr 1)
        if (newCapacity - minCapacity < 0)
            newCapacity = minCapacity
        if (newCapacity - maxArraySize > 0)
            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize
        return newCapacity
    }

    /**
     * Creates a new array with the specified [newCapacity] size and copies elements in the [elementData] array to it.
     */
    private fun copyElements(newCapacity: Int) {
        val newElements = arrayOfNulls<Any?>(newCapacity)
        elementData.copyInto(newElements, 0, head, elementData.size)
        elementData.copyInto(newElements, elementData.size - head, 0, head)
        head = 0
        elementData = newElements
    }

    @kotlin.internal.InlineOnly
    private inline fun internalGet(internalIndex: Int): E {
        @Suppress("UNCHECKED_CAST")
        return elementData[internalIndex] as E
    }

    private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index
    private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index

    @kotlin.internal.InlineOnly
    private fun internalIndex(index: Int): Int = positiveMod(index) + negativeMod(index)

    @kotlin.internal.InlineOnly
    private fun positiveMod(head: Int) : Int = head + elementData.size

    @kotlin.internal.InlineOnly
    private fun negativeMod(index: Int): Int = index + elementData.size

    /**
     * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")

    /**
     * Returns the first element, or `null` if this deque is empty.
     */
    override fun firstOrNull(): E? = if (isEmpty()) null

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")

    /**
     * Returns the first element, or `null` if this deque is empty.
     */
    override fun lastOrNull(): E? = if (isEmpty()) null

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun lastOrNull(): E? = if (isEmpty()) null
    }

    /**
     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].
     * If the current capacity is less than the [minCapacity], a new backing storage is allocated with greater capacity.
     * Otherwise, this method takes no action and simply returns.
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size)
            return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }

        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    /**
     * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].
     * If the current capacity is less than the [minCapacity], a new backing storage is allocated with greater capacity.
     * Otherwise, this method takes no action and simply returns.
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size)
            return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }

        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    @kotlin.internal.InlineOnly
    private inline fun internalGet(internalIndex: Int): E {
        @Suppress("UNCHECKED_CAST")
        return elementData[internalIndex] as E
    }

    private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index
    private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index

    @kotlin.internal.InlineOnly
    private inline fun internalIndex(index: Int): Int = positiveMod(head) + negativeMod(index)

    @kotlin.internal.InlineOnly
    private fun positiveMod(head: Int) : Int = head + elementData.size

    @kotlin.internal.InlineOnly
    private fun negativeMod(index: Int): Int = index + elementData.size

    /**
     * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")

    /**
     * Returns the first element, or `null` if this deque is empty.
     */
    override fun firstOrNull(): E? = if (isEmpty()) null

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun lastOrNull(): E? = if (isEmpty()) null

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     */
    override fun lastOrNull(): E? = if (isEmpty()) null
}
import kotlin.collections.*

public fun <T> Array<out T>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue()
    else
        this

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
    if (this === other) return true
    if (this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        }

        when {
            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentEquals(v2)) return false
            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}
result.append(element.contentToString())

is BooleanArray -> result.append(element.contentToString())

is UByteArray -> result.append(element.contentToString())

is UShortArray ->
result.append(element.contentToString())

is UIntArray ->
result.append(element.contentToString())

is ULongArray ->
result.append(element.contentToString())

else ->
result.append(element.toString())
    }
}

result.append(']')

processed.removeAt(processed.lastIndex)
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.
 * * @property value the underlying value.
 * * @property index the index of the value in the collection or sequence.
 * */
public data class IndexedValue<out T>(
    public val index: Int,
    public val value: T)

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * * @param thisRef the object for which the value is requested (not used).
 * * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * * @return the property value.
 * * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 * */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * * @param thisRef the object for which the value is requested (not used).
 * * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * * @return the property value.
 * * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 * */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

@Deprecated("Use getValue() with two type parameters instead", level = DeprecationLevel.ERROR)
@kotlin.jvm.JvmName("getVarContravariant")
@kotlin.internal.LowPriorityInOverloadResolution
@kotlin.jvm.JvmName("MapsKt")
@PublishedApi
internal fun <K, V> Map<in K, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>, value: V): V =
    @Suppress("UNCHECKED_CAST") (this.get(thisRef, property, value) as V)

/**
 * Stores the value of the property for the given object in this mutable map.
 * * @param thisRef the object for which the value is requested (not used).
 * * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 * * @param value the value to set.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.
 * */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefaultNullable(key: K): V {
    if (this is MapWithDefault) return this.getOrImplicitDefault(key)
    return getOrElseNullable(key, { throw NoSuchElementException("Key.key: 

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is missing in the map.\})\n\n\n
...
<@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)  Add the specified [element] to this mutable collection.  Allows to
    
Retains only the elements in this collection that are contained in the specified collection.  If any element was removed from the collection, 'false' if the collection was not modified.

MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)  Adds all elements of the given [elements] collection to this mutable collection.  Adds all elements of the given [elements] array to this mutable collection.

MutableCollection<out T>.plusAssign(elements: Array<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).plusAssign(elements)  Adds all elements of the given [elements] sequence to this mutable collection.

MutableCollection<out T>.plusAssign(elements: Sequence<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).plusAssign(elements)  Adds all elements of the given [elements] sequence to this mutable collection.

MutableCollection<out T>.minusAssign(element: T): Boolean =
    this.remove(element)  Removes all elements contained in the given [elements] collection to this mutable collection.

MutableCollection<out T>.minusAssign(elements: Array<T>): Boolean =
    elements.isNotEmpty() && removeAll(elements.toHashSet())  Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.

MutableCollection<out T>.minusAssign(elements: Sequence<T>): Boolean =
    elements.toHashSet().isEmpty() && removeAll(elements)  Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.

MutableCollection<out T>.minusAssign(elements: Collection<T>): Boolean =
    removeAll(elements.convertToSetForSetOperationWith(this))  Removes all elements contained in the given [elements] collection to this mutable collection.

MutableCollection<out T>.addAll(elements: Array<out T>): Boolean =
    addAll(elements.asList())  Adds all elements of the given [elements] array to this mutable collection.

MutableCollection<out T>.addAll(elements: Sequence<T>): Boolean =
    addAll(elements)  Adds all elements of the given [elements] sequence to this mutable collection.

MutableCollection<out T>.addAll(elements: Collection<T>): Boolean =
    addAll(elements)  Adds all elements of the given [elements] collection to this mutable collection.

MutableCollection<out T>.retainAll(elements: Array<T>): Boolean =
    retainAll(elements)  Retains only elements of this [MutableCollection] that are contained in the given [elements] array and is not empty.

MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    retainAll(elements)  Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.

MutableCollection<out T>.retainAll(elements: Sequence<T>): Boolean =
    retainAll(elements)  Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.
MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    if (set.isNotEmpty())
        return retainAll(set)
    else
        return retainNothing()
}

private fun <T> MutableCollection<in T>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean {
    return filterInPlace(predicate, true)
}

MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean {
    return filterInPlace(predicate, false)
}

MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean {
    return filterInPlace(predicate, true)
}

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean {
    return filterInPlace(predicate, false)
}

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean {
    return filterInPlace(predicate, false)
}

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.shuffle(random: Random): List<T> = toMutableList().apply { shuffle(random) }
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex
        downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

package
kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) :
    AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T =
        delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) :
    AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T =
        delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T =
        delegate.removeAt(reverseElementIndex(index))
    override fun set(index: Int, element: T): T =
        delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [${0..lastIndex}].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [${0..size}].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block) }

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
    ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public fun <T> sequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> =
    Sequence { iterator(builderAction) }

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see Sequence
 * @see Iterator
 */
@SinceKotlin("1.3")
public inline fun <T> SequenceScope<T>.yieldOne(): Unit = yield(1)
@SinceKotlin("1.3")
public inline fun <T> SequenceScope<T>.yieldAll(): Unit = yieldAll()
public abstract class SequenceScope<T> {

    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    @sample
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    @sample
    public abstract suspend fun yieldAll(Iterator<T> iterator)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    @sample
    public suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>) =
        yieldAll(sequence.iterator())
}

@Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                    }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            val step = nextStep!!
            nextStep = null
            step.resume(Unit)
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> return nextNotReady()
            State_ManyReady -> {
                state = State_ManyNotReady
                return nextIterator!!.next()
            }
            State_Ready -> {
                state = State_NotReady
                @Suppress("UNCHECKED_CAST")
                val result = nextValue as T
                if (result != null) return result
                else -> throw exceptionalState()
            }
            else -> throw exceptionalState()
        }
    }

    private fun nextNotReady(): T {
        if (nextIterator?.hasNext() != null) return nextIterator!!.next()
        else return null
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed ->
            IllegalStateException("Iterator has failed.")
        else ->
            IllegalStateException("Unexpected state of the iterator: $state")
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            c.resume(Unit)
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            c.resume(Unit)
        }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        if (result.isSuccess) return
        @Suppress("UNCHECKED_CAST")
        val result = result.cause as Throwable
        if (result is NoSuchElementException) {
            state = State_Done
            return suspendCoroutineUninterceptedOrReturn { c ->
                c.resume(Unit)
            }
        } else {
            state = State_Failed
            return suspendCoroutineUninterceptedOrReturn { c ->
                c.resume(Unit)
            }
        }
    }
}

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }

    val start = startIndex
    val end = start.forward(n)

    if (start > end) {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, end)
    }
}

@Suppress("NOTHING_TO_INLINE")
private inline fun Int.forward(n: Int): Int = (this + n) % capacity

package kotlin.collections

// UByteArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]

    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UShortArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]

    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UIntArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]

    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// ULongArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]

    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature when declaring contracts of user functions. Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by `optIn` annotating that usage with the `[OptIn]` annotation, e.g. `@OptIn(ExperimentalContracts::class)` or by using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.

@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as `[returns]`, `[callsInPlace]`, etc., can be used to describe the contract of a function. This type is used as a receiver type of the lambda function passed to the `[contract]` function.

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {

    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Uses [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to `true`, `false` or `null`. Uses [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    // @sample samples.contracts.returnsTrueContract
    // @sample samples.contracts.returnsFalseContract
    // @sample samples.contracts.returnsNullContract
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    // @sample samples.contracts.returnsNotNullContract
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies how many times a function invokes its function parameter in place.
     *
     * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
     */
    @ContractsDsl
    @ExperimentalContracts
    @SinceKotlin("1.3")
    public enum class InvocationKind {
        AT_MOST_ONCE,
        AT_LEAST_ONCE,
        EXACTLY_ONCE,
        UNKNOWN
    }

    /**
     * Specifies the contract of a function.
     *
     * The contract description must be at the beginning of a function and have at least one effect.
     * Only the top-level functions can have a contract for now.
     * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
     */
    @ContractsDsl
    @ExperimentalContracts
    @SinceKotlin("1.3")
    public interface public fun contract (builder: ContractBuilder)

    @ContractsDsl
    @ExperimentalContracts
    @SinceKotlin("1.3")
    @public interface ContractBuilder
    {
        /**
         * Describes a situation when a function returns normally, without any exceptions thrown.
         * Uses [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
         */
        @ContractsDsl public fun returns(): Returns

        /**
         * Describes a situation when a function returns normally with the specified return value.
         * The possible values of [value] are limited to `true`, `false` or `null`. Uses [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
         */
        // @sample samples.contracts.returnsTrueContract
        // @sample samples.contracts.returnsFalseContract
        // @sample samples.contracts.returnsNullContract
        @ContractsDsl public fun returns(value: Any?): Returns

        /**
         * Describes a situation when a function returns normally with any value that is not `null`.
         * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
         */
        // @sample samples.contracts.returnsNotNullContract
        @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

        /**
         * Specifies how many times a function invokes its function parameter in place.
         *
         * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
         */
        @ContractsDsl
        @ExperimentalContracts
        @SinceKotlin("1.3")
        public enum class InvocationKind {
            AT_MOST_ONCE,
            AT_LEAST_ONCE,
            EXACTLY_ONCE,
            UNKNOWN
        }

        /**
         * Specifies the contract of a function.
         *
         * The contract description must be at the beginning of a function and have at least one effect.
         * Only the top-level functions can have a contract for now.
         * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
         */
        @ContractsDsl
        @ExperimentalContracts
        @SinceKotlin("1.3")
        public interface public fun contract (builder: ContractBuilder)
samples.contracts.returnsNotNullContract
* @sample samples.contracts.callsInPlaceAtMostOnceContract
* @sample samples.contracts.callsInPlaceAtLeastOnceContract
* @sample samples.contracts.callsInPlaceExactlyOnceContract
* @sample samples.contracts.callsInPlaceUnknownContract
*
@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder:
ContractBuilder.() -> Unit) { }

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {

    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key :
        CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.
     * This function is invoked by coroutines framework when needed and the resulting continuations are
     * cached internally per each instance of the original [continuation].
     */
    public fun <T>
        interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]
     * had returned a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        } else {
            return if (ContinuationInterceptor === key) this as E else null
        }
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST")
            return if (key.isSubKey(this.key)) EmptyCoroutineContext else this
        } else {
            return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
        }
    }

    public override fun get(key: CoroutineContext.Key<*>): CoroutineContext {
        @OptIn(ExperimentalStdlibApi::class) @sample if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CA
Returns a context containing elements from this context and elements from other [context].

* The elements from this context with the same key as in the other one are dropped.

```kotlin
operator fun plus(context: CoroutineContext): CoroutineContext =
    if (context === EmptyCoroutineContext) this else
    context.fold(this) { acc, element ->
        val removed =
            acc.minusKey(element.key)
        if (removed === EmptyCoroutineContext) element else {
            // make sure interceptor is always last in the context (and thus is fast to get when present)
            val interceptor = removed[ContinuationInterceptor]
            if (interceptor == null) CombinedContext(removed, element) else {
                val left = removed.minusKey(ContinuationInterceptor)
                if (left === EmptyCoroutineContext) CombinedContext(element, interceptor) else
                    CombinedContext(CombinedContext(left, element), interceptor)
            }
        }
    }
```

* Returns a context containing elements from this context, but without an element with
  the specified [key].

```kotlin
public fun minusKey(key: Key<*>): CoroutineContext
```

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Key<E : Element> {
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* The elements from this context with the same key as in the other one are dropped.

```kotlin
CoroutineContext =
    if (context === EmptyCoroutineContext) element else
    context.fold(this) { acc, element ->
        val removed =
            acc.minusKey(element.key)
        if (removed === EmptyCoroutineContext) element else {
            // make sure interceptor is always last in the context (and thus is fast to get when present)
            val interceptor = removed[ContinuationInterceptor]
            if (interceptor == null) CombinedContext(removed, element) else {
                val left = removed.minusKey(ContinuationInterceptor)
                if (left === EmptyCoroutineContext) CombinedContext(element, interceptor) else
                    CombinedContext(CombinedContext(left, element), interceptor)
            }
        }
    }
```

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Element : CoroutineContext {
    /**
     * A key of this coroutine context element.
     */
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* A key of this coroutine context element.

```kotlin
public val key: Key<*>
```

* public override fun minusKey(key: Key<*>): CoroutineContext

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Element : CoroutineContext {
    /**
     * A key of this coroutine context element.
     */
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* A key of this coroutine context element.

```kotlin
public val key: Key<*>
```

* public override fun minusKey(key: Key<*>): CoroutineContext

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Element : CoroutineContext {
    /**
     * A key of this coroutine context element.
     */
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* A key of this coroutine context element.

```kotlin
public val key: Key<*>
```

* public override fun minusKey(key: Key<*>): CoroutineContext

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Element : CoroutineContext {
    /**
     * A key of this coroutine context element.
     */
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* A key of this coroutine context element.

```kotlin
public val key: Key<*>
```

* public override fun minusKey(key: Key<*>): CoroutineContext

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.

```kotlin
public interface Element : CoroutineContext {
    /**
     * A key of this coroutine context element.
     */
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
```

* A key of this coroutine context element.

```kotlin
public val key: Key<*>
```

* public override fun minusKey(key: Key<*>): CoroutineContext

* An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.
the [key] is associated\n with [Element.key] via [AbstractCoroutineContextKey].\n * See
 [AbstractCoroutineContextKey] for the example of usage.
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <E : Element>
Element.getPolymorphicElement(key: Key<E>): E? {
    if (key is AbstractCoroutineContextKey<*>, *) {
        @Suppress("UNCHECKED_CAST")
        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
    }
    @Suppress("UNCHECKED_CAST")
    return if (this.key === key) this as E else null
}

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner \n * or \n * `null` otherwise.\n * This method returns empty context if either [Element.key] is equal to the given [key] or if the \n * [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey<*>, *) {
        return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
    }
    return if (this.key === key) EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext,Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else ->
                CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        "[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
                "$acc, $element"
        } + "]"
}


---
current continuation instance inside suspend functions and either suspends
* currently running coroutine or returns
result immediately without suspension.
* If the [block] returns the special [COROUTINE_SUSPENDED]
value, it means that suspend function did suspend the execution and will
* not return any result immediately. In
this case, the [Continuation] provided to the [block] shall be
* resumed by invoking [Continuation.resumeWith] at
some moment in the
* future when the result becomes available to resume the computation.
* Otherwise, the
return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
* It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
* As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,
* its proper return
* type remains on the conscience of the suspend function's author.
* Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the
* [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
* It is the invoker's responsibility to ensure that a proper invocation context is established.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.
* Note that it is not recommended to call either [Continuation.resume] nor
* [Continuation.resumeWithException] functions synchronously
* in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * **Note: this value should not be used in general code.** Using it outside of the context of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * [suspendCoroutine] can be used to specify the desired behavior of the code.
 */
public val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum
// 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums)
// 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from
@SinceKotlin("1.3")
internal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()
Since 1.2, the Kotlin compiler supports

* [RequireKotlinVersionKind.LANGUAGE_VERSION],
* [RequireKotlinVersionKind.COMPILE_VERSION] and [RequireKotlinVersionKind.API_VERSION].

If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

@Target(AnnotationTarget.CLASS,
            AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY,
            AnnotationTarget.CONSTRUCTOR,
            AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(version: String,
                                          message: String = "",
                                          level: DeprecationLevel = DeprecationLevel.ERROR,
                                          versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
                                          errorCode: Int = -1)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }

}
property delegate for a read/write property that calls callback functions when changed.

```kotlin
@throws IllegalArgumentException if [from] is greater than or equal to [until].
```
override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)
override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)
override fun nextFloat(): Float = defaultRandom.nextFloat()
override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
@Suppress("DEPRECATION_ERROR")
@kotlin.jvm.JvmField

@Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
public object Companion : Random() {
    override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount)
}

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * *@sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * *@sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * Generates an `Int` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * *Note:* Throws `IllegalArgumentException` if [range] is empty.
 * *@sample samples.random.Randoms.nextIntRange
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt()
}

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 * Generates a `Long` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * *Note:* Throws `IllegalArgumentException` if [range] is empty.
 * *@sample samples.random.Randoms.nextLongRange
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

package kotlin.random

/**
 * Gets the next random `UInt` from the random number generator.
 * Generates a `UInt` random value uniformly distributed between `UInt.MIN_VALUE` and `UInt.MAX_VALUE` (inclusive).
 * *@sample samples.random.Randoms.nextInt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()
Generates a `UInt` random value uniformly distributed between `0` (inclusive) and the specified `until` bound (exclusive).

@throws IllegalArgumentException if `until` is zero.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)

Generates a `UInt` random value uniformly distributed between the specified `from` (inclusive) and `until` (exclusive) bounds.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)
    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE
    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

Generates a `UInt` random value uniformly distributed in the specified range: `from` (inclusive) to `until` (exclusive).

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE ->
        nextUInt(range.first, range.last + 1u)
    range.first >= UInt.MIN_VALUE ->
        nextUInt(range.first - 1u, range.last) + 1u
    else ->
        nextUInt(rng.nextInt(rng.getMin()) < 0L, rng.getMax())
    else ->
        nextUInt()
}

Fills the specified unsigned byte array with random bytes and returns it.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())
    return array
}

Fills a subrange of the specified `UByte` array starting from `fromIndex` inclusive and ending `toIndex` exclusive with random UBytes.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return
@ExperimentalUnsignedTypes
internal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until) }

@ExperimentalUnsignedTypes
internal fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }

import kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 */
internal class XorWowRandom
    internal constructor(
        x: Int, y: Int, z: Int, w: Int, v: Int, addend: Int
    ) : Random() {

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}

import kotlin.ranges

/**
 * Represents a range of \[Comparable\] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    start: T,
    endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int = 31 * start.hashCode() + endInclusive.hashCode()

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this \[Comparable\] value to the specified \[that\] value.
 * This value needs to be smaller than \[that\] value, otherwise the returned range will be empty.
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Represents a range of floating point numbers.
 * Extends \[ClosedRange\] interface providing custom operation \[lessThanOrEquals\] for comparing values of range domain type.
 * This interface is implemented by floating point ranges returned by \[Float.rangeTo\] and \[Double.rangeTo\] operators to achieve IEEE-754 comparison order instead of total order of floating point numbers.
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * A closed range of values of type `Double`.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) :

    ClosedFloatingPointRange<Double> {
        override val start: Double get() = _start
        override val endInclusive: Double get() = _endInclusive

        override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b
        override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive

        override fun equals(other: Any?): Boolean {
            return other is ClosedDoubleRange &&
                _start == other._start && _endInclusive == other._endInclusive
        }

        override fun hashCode(): Int = 31 * start.hashCode() + endInclusive.hashCode()

        override fun nextInt(): Int {
            // Some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
            repeat(64) { nextInt() }
        }

        override fun toString(): String = "$_start..$_endInclusive"
value to the specified [that] value.

* Numbers are compared with the ends of this range according to IEEE-754.

* @sample samples.ranges.Ranges.rangeFromDouble

@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedDoubleRange = ClosedDoubleRange(this, that)


/**
 * A closed range of values of type `Float`.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatRange = ClosedFloatRange(this, that)


/**
 * Creates a range from this [Float] value to the specified [that] value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@LowPriorityInOverloadResolution
    element != null && contains(element)


internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step."

@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Throws an exception if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@LowPriorityInOverloadResolution
public inline fun <reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     * @param value the character to append.
     */
    fun append(value: Char): Appendable

    /**
     * Returns a runtime representation of the given reified type [T] as an instance of [KType].
     * Returns a runtime representation of the given reified type [T] as an instance of [KType].
     * @param value the character to append.
     */
    fun <T> typeOf(): KType =
        throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.")

    */

* *
replaceIndentByMargin(\"\", marginPrefix)\n\n/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].\n * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * Default is \'|\' (pipe character).\n * @param newIndent new indent string, which is used as a new indent delimeter.
 * Default is \"\" (empty string).
 */
public fun String.replaceIndentByMargin(newIndent: String = \"\", marginPrefix: String = \"\": String { require(marginPrefix.isNotBlank()) { \"marginPrefix must be non-blank string.\" }\n     val lines = lines().\n     return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), \n     { line -> line.firstNonWhitespaceIndex == -1 -> null\n     line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)\n     else -> null\n     })\n }

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last line if they are blank (notice difference blank vs empty).\n * @param indent common indent level in lines.\n * @param inCase if there are non-blank lines with no leading whitespace characters (no indent at all) then this common indent is 0, and therefore this function doesn't change the indentation.\n * @param doesn't preserve the original line endings.\n * @param sample\n * @see trimMargin\n * @see kotlin.text.isBlank\n */
public fun String.trimIndent(): String = replaceIndent("")

/**
 * Detects a common minimal indent like it does \[trimIndent\] and replaces it with the specified [newIndent].\n * @param newIndent\n * @see trimMargin\n * @see kotlin.text.isBlank\n */
public fun String.replaceIndent(newIndent: String = ": String {\n     val lines = lines()\n
     val minCommonIndent = lines.filter(String::isNotBlank).map(String::indentWidth).min() ?: 0\n     return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), \n     { line: String -> line.drop(minCommonIndent) }\n     }

/**
 * Prepends \[indent\] to every line of the original string.\n * @param indent\n * @param sample\n */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()\n    .map {\n        when {
            it.isBlank() -> {
                when {
                    it.length < indent.length -> indent\n                    else -> it
                }
            }\n            else -> indent + it
        }
    }\n    .joinTo(StringBuilder(), \"\n\")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { inline: String -> inline }\n    else -> { inline: String -> indent + inline }\n}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,\n    indentAddFunction: (String) -> String?,\n    indentCutFunction: (String) -> String?\n): String {
    val lastIndex = lastIndex\n    return\n    mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
        null\n        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinTo(StringBuilder(resultSizeEstimate), \"\n\")
    .toString()

@package:org.jetbrains.kotlin

public object Typography {
    /** The character "\" », quotation mark */
    public const val quote: Char = '\u0022'
    /** The character \$ », dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & », ampersand */
    public const val amp: Char = '\u0026'
    /** The character < », less-than sign */
    public const val less: Char = '\u003C'
    /** The character > », greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × », times */
    public const val times: Char = '\u00D7'
    /** The character ¢ », cent */
    public const val cent: Char = '\u00A2'
    /** The character £ », pound */
    public const val pound: Char = '\u00A3'
    /** The character § », section */
    public const val section: Char = '\u00A7'
    /** The character © », copyright */
    public const val copyright: Char = '\u00A9'
    /** The character « », leftGuillemete */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » », rightGuillemete */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® », registered */
    public const val registered: Char = '\u00AE'
    /** The character ° », degree */
    public const val degree: Char = '\u00B0'
    /** The character ± », plusMinus */
    public const val plusMinus: Char = '\u00B1'
    /** The character · », middleDot */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ », half */
    public const val half: Char = '\u00BD'
    /** The character \"\" », doublequote */
    public const val doublequote: Char = '\u201C'
    /** The character \"\" », singlequote */
    public const val singlequote: Char = '\u2018'}
character &x214; /* An public const val mdash: Char = \u2014
 /** The character &x218; * An public const val leftSingleQuote: Char = \u2018
 /** The character &x21A; * An public const val lowSingleQuote: Char = \u201A
 /** The character &x21C; * An public const val leftDoubleQuote: Char = \u201C
 /** The character &x21D; * An public const val rightDoubleQuote: Char = \u201D
 /** The character &x21E; * An public const val lowDoubleQuote: Char = \u201E
 /** The character &x220; * An public const val dagger: Char = \u2020
 /** The character &x221; * An public const val doubleDagger: Char = \u2021
 /** The character &x222; * An public const val bullet: Char = \u2022
 /** The character &x223; * An public const val ellipsis: Char = \u2026
 /** The character &x224; * An public const val prime: Char = \u2032
 /** The character &x225; * An public const val doublePrime: Char = \u2033
 /** The character &x226; * An public const val euro: Char = \u20AC
 /** The character &x227; * An public const val tm: Char = \u2122
 /** The character &x228; * An public const val almostEqual: Char = \u2248
 /** The character &x229; * An public const val notEqual: Char = \u2260
 /** The character &x22A; * An public const val lessOrEqual: Char = \u2264
 /** The character &x22B; * An public const val greaterOrEqual: Char = \u2265
} /*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 *
@package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {

    /** Returns a group with the specified index.
     *
     * @return An instance of [MatchGroup] if the group with the specified index was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified name defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn’t supported on the current platform.
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified name.
     * @return An instance of [MatchGroup] if the group with the specified name was matched or `null` otherwise.
     * @throws IllegalFormatException if the named group isn’t supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured.
     */
    public val range: IntRange
    /** The substring from the input string captured by this match.
     */
    public val value: String
    /** A collection of groups matched by the regular expression.
     */
    public val groups: MatchGroupCollection
    /** A list of matched indexed group values.
     */
    public val groupValues: List<String>

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last
matched character).

 * /n public fun next(): MatchResult?\n
 /**
 * Provides components for destructuring assignment of group values.\n * [component1] corresponds to the value of the first group,\n * [component2] \n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding component value is an empty string.\n
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */
    public fun next(): MatchResult?

    /**
     * Provides components for destructuring assignment of group values.
     *
     * [component1] corresponds to the value of the first group,\n     * [component2] \n     * If the group in the regular expression is optional and there were no match captured by that group,\n     * corresponding component value is an empty string.\n
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public class Destructured internal
        constructor(public val match: MatchResult) {
            @kotlin.internal.InlineOnly
            public operator inline fun
                component1():  String = match.groupValues[1]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component2():  String = match.groupValues[2]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component3():  String = match.groupValues[3]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component4():  String = match.groupValues[4]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component5():  String = match.groupValues[5]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component6():  String = match.groupValues[6]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component7():  String = match.groupValues[7]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component8():  String = match.groupValues[8]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component9():  String = match.groupValues[9]
            @kotlin.internal.InlineOnly
            public operator inline fun
                component10(): String = match.groupValues[10]

                /**
                 * Returns destructured group values as a list of strings.\n                 * First value in the returned list corresponds to the value of the first group, and so on.\n
                 * @sample samples.text.Regexps.matchDestructuringToGroupValues
                 */
            public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
        }

        /**
         * Returns destructured group values as a list of strings.\n         * First value in the returned list corresponds to the value of the first group, and so on.\n
         * @sample samples.text.Regexps.matchDestructuringToGroupValues
         */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)

        /**
         * Returns destructured group values as a list of strings.\n         * First value in the returned list corresponds to the value of the first group, and so on.\n
         * @sample samples.text.Regexps.matchDestructuringToGroupValues
         */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)

        /**
         * Returns destructured group values as a list of strings.\n         * First value in the returned list corresponds to the value of the first group, and so on.\n
         * @sample samples.text.Regexps.matchDestructuringToGroupValues
         */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)

        /**
         * Returns destructured group values as a list of strings.\n         * First value in the returned list corresponds to the value of the first group, and so on.\n
         * @sample samples.text.Regexps.matchDestructuringToGroupValues
         */
        public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
divided by the given [scale] number. */

    public operator fun div(scale: Double): Duration = Duration(value / scale)

    /** Returns a number that is the ratio of this and [other] duration values. */
    public operator fun div(other: Duration): Double = this.value / other.value

    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value < 0

    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0

    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()

    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()

    /** Returns the absolute value of this value. The returned value is always non-negative. */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this

    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

    // splitting to components

    /**
     * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
     * with these components.
     *
     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 1_000_000_000;
     * - `days` represents the whole number of days in this duration.
     *
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(days.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into hours, minutes, and nanoseconds and executes the given [action] with these components.
     *
     * - `seconds` represents the whole number of seconds in this duration.
     * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
     * - `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;
     *
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int) -> T): T =
        action(hours.toInt(), minutesComponent, secondsComponent)

    /**
     * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.
     *
     * - `seconds` represents the whole number of seconds in this duration.
     * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;
     * - `hours` represents the whole number of hours in this duration.
     *
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(minutes.toInt(), secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
     *
     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 1_000_000_000;
     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
     *
     * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Long) -> T): T =
        action(seconds.toLong(), nanosecondsComponent)

    /**
     * Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)
/**
 * Returns the value of this duration expressed as a [Long] number of the specified [unit].
 */
fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

/**
 * Returns the value of this duration expressed as an [Int] number of the specified [unit].
 */
fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

/** The value of this duration expressed as a [Double] number of days. */
fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

/** The value of this duration expressed as a [Double] number of milliseconds. */
fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a [Double] number of nanoseconds. */
fun toDoubleMilliseconds(): Double = toLong(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a [Double] number of seconds. */
fun toSeconds(): Double = toDouble(DurationUnit.SECONDS)

/** The value of this duration expressed as a [Double] number of minutes. */
fun toMinutes(): Double = toDouble(DurationUnit.MINUTES)

/** The value of this duration expressed as a [Double] number of hours. */
fun toHours(): Double = toDouble(DurationUnit.HOURS)

/** The value of this duration expressed as a [Double] number of days. */
fun toDays(): Double = toDouble(DurationUnit.DAYS)

/** The value of this duration expressed as a [Double] number of months. */
fun toMonths(): Double = toDouble(DurationUnit.MONTHS)

/** The value of this duration expressed as a [Double] number of years. */
fun toYears(): Double = toDouble(DurationUnit.YEARS)
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```kotlin
@sample samples.time.Durations.toStringDecimals
    /**
     * public fun toString(unit: DurationUnit, decimals: Int = 0): String {
         require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
         if (isInfinite()) return value.toString() + "Inf" *n +
         val number = toDouble(unit) *n +
         return when {
             abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))
             else -> formatScientific(number)
         } + unit.shortName(*) *n +
     */
    public fun toString(unit: DurationUnit, decimals: Int = 0): String {
        require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
        if (isInfinite()) return value.toString() + "Inf" *n +
        val number = toDouble(unit) *n +
        return when {
            abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))
            else -> formatScientific(number)
        } + unit.shortName(*) *n +
    }

    /**
     * Returns an ISO-8601 based string representation of this duration.
     * The returned value is presented in the format 'PThMMs.fS', where 'T', 'h', 'm', 's' are the integer components of this duration (see [toComponents]) and 'f' is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either 0, 3, 6, or 9 decimal digits.
     * If the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with [Int.MAX_VALUE].
     * so the infinite duration is formatted as \"P\"T2147483647H\".
     * Negative durations are indicated with the sign '-' in the beginning of the returned string, for example, \"-P\"T5M30S\".
     */
    @UseExperimental(ExperimentalStdlibApi::class)
    public fun toIsoString(): String = buildString {
        if (isNegative()) append('-') *n +
        append("PT") *n +
        absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
            val hasHours = hours != 0
            val hasMinutes = minutes != 0 || hasHours
            val hasSeconds = seconds != 0 || (hasMinutes && hasHours)
            if (hasHours) {
                append(hours).append('H') *n +
            }
            if (hasMinutes) {
                append(minutes).append('M') *n +
            }
            if (hasSeconds || (!hasHours && !hasMinutes)) {
                append(seconds) *n +
                if (nanoseconds != 0) {
                    val nss = nanoseconds.toString().padStart(9, '0') *n +
                    when {
                        nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3) *n +
                        nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6) *n +
                        else -> append(nss) *n +
                    }
                }
                append('S') *n +
            } *n +
        } *n +
    }

    // constructing from number of units
    // extension functions

    /**
     * Returns a [Duration] equal to this [Int] number of the specified [unit].
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Int.toDuration(unit: DurationUnit): Duration =
        convertDurationUnit(this, unit, StorageUnit.NANOSECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Long] number of nanoseconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Long.nanoseconds get() =
        toDuration(DurationUnit.NANOSECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Double] number of nanoseconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Double.nanoseconds get() =
        toDuration(DurationUnit.MICROSECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Int] number of milliseconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Int.milliseconds get() =
        toDuration(DurationUnit.MILLISECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Long] number of milliseconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Long.milliseconds get() =
        toDuration(DurationUnit.MILLISECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Double] number of milliseconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Double.milliseconds get() =
        toDuration(DurationUnit.MILLISECONDS) *n +
    }

    /**
     * Returns a [Duration] equal to this [Int] number of seconds.
     */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun Int.seconds get() =
        toDuration(DurationUnit.SECONDS) *n +
    }
```
Open Source Used In DNAC Platform Antelope

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package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
internal expect object MonotonicTimeSource : TimeSource

/**
 * An abstract class used to implement time sources that return their readings as [Long] values in the specified [unit].
 * The unit in which this time source's readings are expressed.
 * *An@ExperimentalTime
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number in the unit specified by the [unit] property.
     * An protected abstract fun read(): Long
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 * The current reading value is stored as a [Long] number of nanoseconds, so it's capable to represent a time range of approximately ±292 years. Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
 * A time source that has programmatically updateable readings. It is useful as a predictable source of time in tests.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     * * An * [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds.
     * * For example, if the duration being added is 0.6.nanoseconds, the reading doesn't
advance because
* the duration value is rounded to zero nanoseconds.
* @throws
IllegalStateException when the reading value overflows as the result of this operation.
* public operator fun
plusAssign(duration: Duration) { val delta = duration.toDouble(unit) val longDelta = delta.toLong()
reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) { if when delta
fits in long, add it as long
val newReading = reading + longDelta
if (reading xor longDelta != 0 && reading xor newReading < 0) overflow(duration)
newReading
} else { if when delta is
greater than long, add it as double
val newReading = reading + delta
if (newReading >
Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)
newReading.toLong()
}
}

private fun overflow(duration: Duration) {
throw IllegalStateException("TestTimeSource will
overflow if its reading ${reading}ns is advanced by $duration.
")
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"))
public typealias MonoClock =
TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
AbstractLongTimeSource instead.",
ReplaceWith("AbstractLongTimeSource",
"kotlin.time.AbstractLongTimeSource"))
public typealias AbstractLongClock =
AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
AbstractDoubleTimeSource instead.",
ReplaceWith("AbstractDoubleTimeSource",
"kotlin.time.AbstractDoubleTimeSource"))
public typealias AbstractDoubleClock =
AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
TestTimeSource instead.",
ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"))
public typealias TestClock =
TestTimeSource

public data class TimedValue<T>(val value: T, val duration:
Duration)

public inline fun measureTimedValue(block: () -> T): TimedValue<T> {
contract {
callsInPlace(block, InvocationKind.EXACTLY_ONCE)
}
return
TimeSource.Monotonic.measureTimedValue(block)
}

public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
contract {
callsInPlace(block, InvocationKind.EXACTLY_ONCE)
}
val mark = markNow()
val result = block()
return TimedValue(result, mark.elapsedNow())
}


is `null`.

```kotlin
class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
    Comparable<KotlinVersion> {
    public constructor(major: Int, minor: Int) :
        this(major, minor, 0)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE &&
                patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    public fun atLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
        this.major > major || (this.major == major &&
                this.minor > minor || this.minor == minor &&
                        this.patch >= patch)

    companion object {
        public const val MAX_COMPONENT_VALUE = 255

        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here
            automatically during build
    }
}
```

```kotlin
package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean

    companion object {
        public fun of(value: T): Lazy<T> =
            InitializedLazyImpl(value)
    }
}
```

```kotlin
package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a version of the Kotlin standard library.
 * @sinceKotlin("1.1")
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0
```

```kotlin
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")
```

```kotlin
@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Creates a version from all three components.
 */
@SinceKotlin("1.1")
public class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
    Comparable<KotlinVersion> {
    public constructor(major: Int, minor: Int) :
        this(major, minor, 0)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE &&
                patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    public fun atLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
        this.major > major || (this.major == major &&
                this.minor > minor || this.minor == minor &&
                        this.patch >= patch)

    companion object {
        public const val MAX_COMPONENT_VALUE = 255

        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here
            automatically during build
    }
}
```

```kotlin
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

import kotlin.reflect.KProperty0

/**
 * Represents a value with lazy initialization.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean

    companion object {
        public fun of(value: T): Lazy<T> =
            InitializedLazyImpl(value)
    }
}
```

```kotlin
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

import kotlin.reflect.KProperty0

/**
 * Represents a version of the Kotlin standard library.
 * @sinceKotlin("1.3")
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0
```

```kotlin
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

import kotlin.reflect.KProperty0

/**
 * Represents a value with lazy initialization.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean

    companion object {
        public fun of(value: T): Lazy<T> =
            InitializedLazyImpl(value)
    }
}
```
This extension allows to use instances of Lazy for property delegation:

```kotlin
val property: String by lazy { initializer }
```

Initializer function can be called several times on concurrent access to uninitialized Lazy instance value but only the first returned value will be used as the value of Lazy instance.

No locks are used to synchronize an access to the Lazy instance value; if the instance is accessed from multiple threads, its behavior is undefined.

This mode should not be used unless the Lazy instance is guaranteed never to be initialized from more than one thread.

```kotlin
internal object UNINITIALIZED_VALUE

internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())
        value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
    override fun isInitialized(): Boolean = true
    override fun toString(): String = value.toString()
}
```

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Counts the number of set bits in the binary representation of this Int number.

Counts the number of consecutive most significant bits that are zero in the binary representation of this Int number.

Counts the number of consecutive least significant bits that are zero in the binary representation of this Int number.

Returns a number having a single bit set in the position of the most significant set bit of this Int number.

Rotates the binary representation of this Int number left by the specified bitCount number of bits.

Rotates the binary representation of this Int number right by the specified bitCount number of bits.

Counts the number of set bits in the binary representation of this Long number.

Counts the number of set bits in the binary representation of this DNAC Platform Antelope

Open Source Used In DNAC Platform Antelope 8328
Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long]
number.

`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun Long.countLeadingZeroBits():
Int\n/**\n*\n\nCounts the number of consecutive least significant bits that are zero in the binary representation of
this [Long]
number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun
Long.countTrailingZeroBits(): Int\n/**\n*\n\nCounts the number of consecutive least significant bits that are zero in the binary representation of
this [Long]
number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun
Long.takeHighestOneBit(): Long\n/**\n*\n\nReturns a number having a single bit set in the position of the most
significant set bit of this [Long] number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic expect fun
Long.takeLowestOneBit(): Long\n
/**\n*\n\nCounts the number of set bits in the binary representation of this
[Byte]
number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline
fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

/**\n*\n\nCounts the number of consecutive most
significant bits that are zero in the binary representation of this
[Byte]
number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline
fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS -
Byte.SIZE_BITS)

/**\n*\n\nReturns a number having a single bit set in the position of the least
significant set bit of this [Byte] number.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline
fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/**\n*\n\nRotates the binary representation of this [Byte] number left by the
specified [bitCount] number of bits.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline
fun Byte.rotateLeft(bitCount: Int): Byte =
(toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

/**\n*\n\nRotates the binary representation of this [Byte] number right by the
specified [bitCount] number of bits.\n\n`*\n*/\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline
fun Byte.rotateRight(bitCount: Int): Byte =
(toInt() or 0xFF).rotateRight(bitCount).toDouble().toByte()
the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n *\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Byte.rotateRight(bitCount: Int): Byte =\n    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n```

* Counts the number of set bits in the binary representation of this [Short] number.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.countOneBits(): Int = (toInt() and 0xFFF).countOneBits()\n*\n
```kotlin
* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.countLeadingZeroBits(): Int =\n    (toInt() and 0xFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n```

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n```

* Returns a number having a single bit set in the position of the most significant set bit of this [Short] number.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFF).takeHighestOneBit().toShort()\n```

* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.takeLowestOneBit(): Short = (toInt() or 0x10000).takeLowestOneBit().toShort()\n```

* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.rotateLeft(bitCount: Int): Short =\n    (toInt().shl(bitCount and 15) or (toInt() and 0xFFF).ushr(16 - (bitCount and 15))).toShort()\n```

* Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n
```kotlin
*\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n@public fun Short.rotateRight(bitCount: Int): Short =\n    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFF).ushr(bitCount and 15)).toShort()\n```

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* @package kotlin\n
```
*\n
```
second: B(): Serializable
* Returns string representation of the [Pair] including its [first] and [second] values.
*public override fun toString(): String = 
"(
$first, $second
)"
* Creates a tuple of type [Pair] from this and [that].
* There is no meaning attached to values in this class, it can be used for any purpose.
* Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
* An example of decomposing it into values:
* @sample samples.misc.Tuples.tripleDestructuring
* Represents a triad of values
* There is no meaning attached to values in this class, it can be used for any purpose.
* Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
* An example of decomposing it into values:
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*Annotations
* Represents a triad of values
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* Represents a triad of values
* There is no meaning attached to values in this class, it can be used for any purpose.
* Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
* An example of decomposing it into values:
* @sample samples.misc.Tuples.tripleDestructuring
*Annotations
private var hasNext: Boolean = if (step > 0) first <= last else first >= last
val private var step = step.toUInt() // use 2-complement math for negative steps
private var next = if (hasNext) first else finalElement
override fun hasNext(): Boolean = hasNext
override fun nextUInt(): UInt {
    val value = next
    if (value == finalElement) {
        if (!hasNext) throw kotlin.NoSuchElementException()
        hasNext = false
    } else {
        next += step
    }
    return value
}

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 */

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last &&
                overrun fun hashCodeAt: Int =
                        if (isEndInclusive) {1 shl 31} else value
                Override fun toString(): String = "$first..$last"

    companion object {
        /**
         * Creates ULongRange within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
specified [step]. In order to go backwards the [step] must be negative. * [step] must be greater than Long.MIN_VALUE and not equal to zero. */

public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)

/**
 * An iterator over a progression of values of type `ULong`. * @property step the number by which the value is incremented on each step. * @property finalElement the last element. * private var hasNext: Boolean = if (step > 0) first <= last else first >= last
 */
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {

    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/*
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 */

package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}

/*
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 */

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()
the binary representation of this [UInt] number right by the specified [bitCount] number of bits.

`number.rotateRight(-n) == number.rotateLeft(n)`

Counts the number of set bits in the binary representation of this [ULong] number.

`number.rotateLeft(-n) == number.rotateRight(n)`

Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.

`number.rotateLeft(-n) == number.rotateRight(n)`

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

`number.rotateLeft(-n) == number.rotateRight(n)`

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

`number.rotateLeft(-n) == number.rotateRight(n)`

Counts the number of set bits in the binary representation of this [UByte] number.

`number.rotateLeft(-n) == number.rotateRight(n)`

Counts the number of set bits in the binary representation of this [UByte] number.

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number.

Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number.

Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number.

Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number.

this number is zero.

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()\n*\n* \* Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number;\n* \* or zero, if this number is zero.

*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()\n*\n* Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n* \* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* \* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* \`number.rotateLeft(-n) == number.rotateRight(n)`\n* \* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n* \`number.rotateLeft(n %= 8) == number.rotateLeft(n)`\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n*\n* Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.\n* \* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* \`number.rotateRight(-n) == number.rotateLeft(n)`\n* \* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n* \`number.rotateRight(n %= 8) == number.rotateRight(n)`\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()\n*\n* Counts the number of set bits in the binary representation of this [UShort] number.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n*\n* Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()\n*\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n*\n* Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.\n* \* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* \* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* \`number.rotateLeft(-n) == number.rotateRight(n)`\n* \* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:\n* \`number.rotateLeft(n %= 16) == number.rotateLeft(n)`\n
*\@SinceKotlin("1.3")\n*\@ExperimentalStdlibApi\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly
*\public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()\n*\n* Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.\n* \* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n* \* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* \`number.rotateRight(-n) == number.rotateLeft(n)`\n* \* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:\n* \`number.rotateRight(n %= 16) == number.rotateRight(n)`
number.rotateRight(-n) == number.rotateLeft(n)

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally

numberrotateRight(n) == number.rotateRight(n % 16)

SinceKotlin("1.3")@ExperimentalStdlibApi

ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@SinceKotlin("1.3")
@ExperimentalStdlibApi

@ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally

number.rotateRight(n) == number.rotateRight(n % 16)

SinceKotlin("1.3")@ExperimentalStdlibApi

ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@SinceKotlin("1.3")
@ExperimentalStdlibApi

@ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally

number.rotateRight(n) == number.rotateRight(n % 16)

SinceKotlin("1.3")@ExperimentalStdlibApi

ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@SinceKotlin("1.3")
@ExperimentalStdlibApi

@ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally

number.rotateRight(n) == number.rotateRight(n % 16)

SinceKotlin("1.3")@ExperimentalStdlibApi

ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@SinceKotlin("1.3")
@ExperimentalStdlibApi

@ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of [UShort.SIZEBITS] (16) returns the same number, or more generally

number.rotateRight(n) == number.rotateRight(n % 16)

SinceKotlin("1.3")@ExperimentalStdlibApi

ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

@SinceKotlin("1.3")
@ExperimentalStdlibApi

@ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()

`number.rotateRight(-n) == number.rotateLeft(n)`

* Rotating by a multiple of [UShort.SIZEBITS] (16) returns the same number, or more generally

number.rotateRight(n) == number.rotateRight(n % 16)
as a signed [UByte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)\n\n/**
 * Parses the string as a signed [UByte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentExcep
return null

val limit: UInt = UInt.MAX_VALUE
val start: Int
val firstChar: Char = this[0]
if (firstChar < '0') { if (length == 1 || firstChar != '+') return null
    start = 1
} else {
    if (start == 0)
        limit = limitForMaxRadix  // limit / 36
    var limitBeforeMul = limitForMaxRadix

    val uradix = radix.toUInt()
    var result = 0u
    for (i in start until length)
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= uradix
        val beforeAdding = result
        result += digit.toUInt()  // overflow has happened
        return result
    }

    // parses the string as an [ULong] number and returns the result
    // or `null` if the string is not a valid representation of a number.
    if (radix.toUInt() == 10)
        return result
    val limitForMaxRadix = 512409557603043100uL  // limit / 36
    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length)
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= uradix
        val beforeAdding = result
        result += digit.toUInt()  // overflow has happened
        if (result < beforeAdding) return null
    }
    return result
}

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int
    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  // limit / 36
    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toUInt()
    var result = 0u
    for (i in start until length)
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }
        result *= uradix
        val beforeAdding = result
        result += digit.toUInt()  // overflow has happened
        if (result < beforeAdding) return null
    }
    return result
}

/**
 * Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@OptIn(ExperimentalUnsignedTypes::class)
public fun sin(x: UDouble): UDouble { return 0.0

    if (x < 0) return -sin(x)
    if (x >= PI) return sin(x - PI)
    if (x >= PI*2) return sin(x - PI*2)

    // optimize for multiples of PI
    var y = x
    var d = 0.0
    if (y >= PI) y -= PI
    if (y >= PI*2) y -= PI*2

    var n = 0
    while (y > 0) {
        if (y > PI/4) {
            d = d + (y - PI/4) / (y + PI/4)
        } else {
            d = d + (PI/4 - y) / (PI/4 + y)
        }
        n++

        y = y * y / 90.0
        if (n == 1) return x
        if (n == 2) return -sin(x)
        if (n == 3) return sin(x - PI)
        if (n == 4) return sin(x - PI*2)
    }
    return result
}

/**
 * Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@OptIn(ExperimentalUnsignedTypes::class)
public fun sin(x: UFloat): UFloat { return 0.0

    if (x < 0) return -sin(x)
    if (x >= PI) return sin(x - PI)
    if (x >= PI*2) return sin(x - PI*2)

    // optimize for multiples of PI
    var y = x
    var d = 0.0
    if (y >= PI) y -= PI
    if (y >= PI*2) y -= PI*2

    var n = 0
    while (y > 0) {
        if (y > PI/4) {
            d = d + (y - PI/4) / (y + PI/4)
        } else {
            d = d + (PI/4 - y) / (PI/4 + y)
        }
        n++

        y = y * y / 90.0
        if (n == 1) return x
        if (n == 2) return -sin(x)
        if (n == 3) return sin(x - PI)
        if (n == 4) return sin(x - PI*2)
    }
    return result
}

/**
 * Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@OptIn(ExperimentalUnsignedTypes::class)
public fun cos(x: UDouble): UDouble { return 1.0

    if (x < 0) return cos(x)
    if (x >= PI) return cos(x - PI)
    if (x >= PI*2) return cos(x - PI*2)

    // optimize for multiples of PI
    var y = x
    var d = 0.0
    if (y >= PI) y -= PI
    if (y >= PI*2) y -= PI*2

    var n = 0
    while (y > 0) {
        if (y > PI/4) {
            d = d + (y - PI/4) / (y + PI/4)
        } else {
            d = d + (PI/4 - y) / (PI/4 + y)
        }
        n++

        y = y * y / 90.0
        if (n == 1) return x
        if (n == 2) return -sin(x)
        if (n == 3) return sin(x - PI)
        if (n == 4) return sin(x - PI*2)
    }
    return result
}

/**
 * Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@OptIn(ExperimentalUnsignedTypes::class)
public fun cos(x: UFloat): UFloat { return 1.0

    if (x < 0) return cos(x)
    if (x >= PI) return cos(x - PI)
    if (x >= PI*2) return cos(x - PI*2)

    // optimize for multiples of PI
    var y = x
    var d = 0.0
    if (y >= PI) y -= PI
    if (y >= PI*2) y -= PI*2

    var n = 0
    while (y > 0) {
        if (y > PI/4) {
            d = d + (y - PI/4) / (y + PI/4)
        } else {
            d = d + (PI/4 - y) / (PI/4 + y)
        }
        n++

        y = y * y / 90.0
        if (n == 1) return x
        if (n == 2) return -sin(x)
        if (n == 3) return sin(x - PI)
        if (n == 4) return sin(x - PI*2)
    }
    return result
}
Open Source Used In DNAC Platform Antelope

Compute the logarithm of the value \([x]\) to the given \([base]\).

**Special cases:**
- \(\log(x, b)\) is `NaN` when \(x < 0\) or \(b \leq 0\) or \(b == 1.0\).
- \(\log(0.0, b)\) is `-Inf` for `b > 1` and `-Inf` for `b < 1`
- \(\log(b, 0.0)\) is `-Inf` for `b > 1` and `+Inf` for `b < 1`

`log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`
- `log(0.0, b)` is `-Inf` for `b > 1` and
- `log(x, b)` is `NaN` when \(x < 0\) or \(b <= 0\) or \(b == 1.0\)
- `log(+Inf, +Inf)` is `-Inf` for `b > 1` and `+Inf` for `b < 1`
/*@SinceKotlin("1.2")*/public expect fun log(x: Double, base: Double): Double

/**
 * Computes the natural logarithm (base `E`) of the value [x].
 * Special cases:
 * - `ln(NaN)` is `NaN`
 * - `ln(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun ln(x: Double): Double

/**
 * Computes the common logarithm (base 10) of the value [x].
 * Special cases:
 * - `log10(NaN)` is `NaN`
 * - `log10(0)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun log10(x: Double): Double

/**
 * Computes the binary logarithm (base 2) of the value [x].
 * Special cases:
 * - `log2(NaN)` is `NaN`
 * - `log2(0)` is `-Inf`
 * - `log2(1)` is `0.0`
 * - `log2(Inf)` is `Inf`
 */
@SinceKotlin("1.2")
public expect fun log2(x: Double): Double

/**
 * Rounds the given value [x] to an integer towards positive infinity.
 */
@SinceKotlin("1.2")
public expect fun round(x: Double): Int

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 */
@SinceKotlin("1.2")
public expect fun round(x: Double): Int

/**
 * Returns the absolute value of the given value [x].
 * Special case:
 * - `abs(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
public expect val abs: Double

/**
 * Returns the sign of the given value:
 * - `-1.0` if the value is negative,
 * - `0.0` if the value is zero,
 * - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
public expect val sign: Double

/**
 * Returns the ulp (unit in the last place) of this value.
 * Special cases:
 * - `ulp(NaN)` is `NaN`
 * - `ulp(0.0)` is `Double.MIN_VALUE`
 * - `ulp(Inf)` is `Inf`
 */
@SinceKotlin("1.2")
public expect val ulp: Double

/**
 * Returns the Double value nearest to
this value in direction of positive infinity.

* Returns the [Double] value nearest to this value in direction of negative infinity.

* Returns the [Double] value nearest to this value in direction from this value towards the value [to].

* Special cases:

  - `-x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
  - `-x.nextTowards(x) == x`

* Rounds this [Double] value to the nearest integer and converts the result to [Int].

* Returns the nearest integer and converts the result to [Long].

* Ties are rounded towards positive infinity.

* Special cases:

  - `-x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
  - `-x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`

* @throws IllegalArgumentException when this value is `NaN`

* @SinceKotlin("1.2")

* Rounds this [Double] value to the nearest integer and converts the result to [Long].

* Ties are rounded towards positive infinity.

* Special cases:

  - `-x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
  - `-x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`

* @throws IllegalArgumentException when this value is `NaN`

* @SinceKotlin("1.2")

* Computes the sine of the angle [x] given in radians.

* Special cases:

  - `sin(NaN) == NaN`
  - `sin(+-Inf) == -Inf` when `abs(x) > 1`
  - `sin(0.0)` is `0.0`

* Computes the cosine of the angle [x] given in radians.

* Special cases:

  - `cos(NaN) == NaN`
  - `cos(+-Inf) == -Inf`

* Computes the tangent of the angle [x] given in radians.

* Special cases:

  - `tan(NaN) == NaN`
  - `tan(+-Inf) == -Inf`

* Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.

* Special cases:

  - `asin(NaN) == NaN`
  - `asin(0.0) == 0.0`
  - `asin(+-Inf) == PI/2` when `abs(x) < 1`

* Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.

* Special cases:

  - `acos(NaN) == NaN`
  - `acos(0.0) == PI/2`
  - `acos(+-Inf) == 0.0`

* Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.

* Special cases:

  - `atan(NaN) == NaN`
  - `atan(0.0) == 0.0`
  - `atan(+-Inf) == PI/2` when `abs(x) > 1`

* Computes the hyperbolic sine of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.

* Special cases:

  - `sinh(0.0) == 0.0`

* Computes the hyperbolic cosine of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.

* Special cases:

  - `cosh(0.0) == 1.0`

* Computes the hyperbolic tangent of the value [x]; the returned value is an angle in the range from `-1.0` to `1.0` radians.

* Special cases:

  - `tanh(0.0) == 0.0`

* Computes the inverse hyperbolic sine of the value [x]; the returned value is positive `y` such that `sinh(y) == x` and `y` is positive.

* Special cases:

  - `asinh(0.0) == 0.0`

* Computes the inverse hyperbolic cosine of the value [x]; the returned value is positive `y` such that `cosh(y) == x` and `y` is positive.

* Special cases:

  - `acosh(0.0) == +Inf`

* Computes the inverse hyperbolic tangent of the value [x]; the returned value is an angle in the range from `-1.0` to `1.0` radians.

* Special cases:

  - `tanh(+-Inf) == +-Inf`

* Computes the inverse hyperbolic sine of the value [x]; the returned value is positive `y` such that `sin(y) == x`.
tangent of the value \[x\].\ln *\n* The returned value is ‘y’ such that \(\tan(h(y)) = x\).\ln *\n* Special cases:\n* - \(\tanh(NaNaN)\) is ‘NaNaN’\n* - \(\tan(h(x))\) is ‘NaNaN’ when \(x > 1\) or \(x < -1\)\n* - \(\tan(h(1.0))\) is ‘+Inf’\n* - \(\tan(h(-1.0))\) is ‘-Inf’\n* @SinceKotlin("1.2")\n
```kotlin
public fun atanh(x: Float): Float
```

```kotlin
/**
 * Computes \(\text{atanh}(x)\) without intermediate overflow or underflow.\ln *\n* Special cases:\n* - returns ‘+Inf’ if any of arguments is infinite\n* - returns ‘NaNaN’ if any of arguments is ‘NaNaN’ and the other is not infinite\n```
cases:
* - `b.pow(0.0)` is `1.0`
* - `b.pow(1.0)` is `b`
* - `b.pow(NaN)` is `NaN`
* - `NaN.pow(x)` is `NaN` for `x != 0.0`
* - `NaN.pow(x)` is `NaN` for `x < 0`
* - `NaN.pow(x)` is `NaN` for `x > 0` and `x` is finite and not an integer
* - `NaN` is `NaN` for `abs(b)` == `1.0` for `b < 0` and `x` is finite and not an integer

`@SinceKotlin("1.2")` public expect fun Float.pow(x: Float): Float

```kotlin
public expect fun Float.pow(n: Int): Float
```

```kotlin
public expect fun Float.pow(x: Float): Float

/**
 * Returns the absolute value of this value.
 * Special cases:
 * - `NaN.absoluteValue` is `NaN`
 * - `abs(b)` is `NaN` for `b < 0` and `x` is finite and not an integer
 */
@SinceKotlin("1.2")
public expect fun Float.pow(x: Float): Float

```

```
```
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MAAA,0B;QAOI,OAAO,MAAK,KAAM,CAAN,EAAiB,CAAjB,EA44B,CAAB5B,C;O;KAPhiB,C;mFAU,yB;M
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A,yB;MAAA,iB;QAOI,OAAO,MAAK,KAAM,CAAN,EAAiB,CAAjB,EA44B,CAAB5B,C;O;KAPhiB,C;mFAU
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1.2231 openssl 1.0.2m

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Note on thirdparty dependencies downloaded during the build process

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**1.2237 domelementtype 1.3.1**

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multimaps.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/BiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Iterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedHashSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ListMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
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jar/com/google/common/collect/ForwardingCollection.java
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jar/com/google/common/collect/ForwardingObject.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/MapDifference.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/EnumBiMap.java

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jar/com/google/common/base/Predicates.java
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jar/com/google/common/base/Throwables.java
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jar/com/google/common/eventbus/AsyncEventBus.java
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jar/com/google/common/primitives/Primitives.java
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jar/com/google/common/base/FinalizableWeakReference.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultisetIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultisetSpliterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultisetSpliteratorImpl.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultisetSpliteratorOverlapManager.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/RemovalListeners.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/Types.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/TypeParameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/RegularImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/RegularContiguousSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/Absent.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/RemovalNotification.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/Hasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/net/MediaType.java
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jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/Murmur3_128HashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/MessageDigestHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/cache/AbstractCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/ExecutionError.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/IntMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/HashingOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/EmptyContiguousSet.java
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 */

/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */
Found in path(s):
  */opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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/*
 This method was rewritten in Java from an intermediate step of the Murmur hash function in
 http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 following header:
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFuture.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
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jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java

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

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jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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*/
/*
* This following method is a modified version of one found in
* http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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  jar/com/google/common/collect/ImmutableMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/MoreFiles.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Serialization.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/StandardTable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableListMultimap.java
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   jar/com/google/common/collect/PeekingIterator.java
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   jar/com/google/common/collect/RegularImmutableMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableMultiset.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/SingletonImmutableBiMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/RegularImmutableBiMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableBiMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableSortedSet.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableMapValues.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/Collections2.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableMapEntrySet.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableCollection.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/Table.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/EmptyImmutableListMultimap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/CollectPreconditions.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/HashBasedTable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableMultimap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/Platform.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/TreeBasedTable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/StandardRowSortedTable.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/ImmutableMap.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
   jar/com/google/common/collect/Range.java
 * /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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 */
/**
 * Holder for web specializations of methods of [ @code Shorts]. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/LinearTransformation.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CharSink.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/FilteredKeyMultimap.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/math/StatsAccumulator.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/SipHashFunction.java

* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/reflect/TypeCapture.java

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*/
*/opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/StandardSystemProperty.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
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*/
*/
* This method was rewritten in Java from an intermediate step of the Murmur hash function in
* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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* the License.
/*
**
* Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
* [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
* under GWT but with a slightly different signature.
*<p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/ImmutableGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/SuccessorsFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/MutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/ImmutableNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/Graphs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/io/InsecureRecursiveDeleteException.java
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jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/LongAdder.java
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jar/com/google/common/cache/Striped64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/AbstractSequentialIterator.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/RowSortedTable.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/UnmodifiableListIterator.java
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  jar/com/google/common/collection/SortedMultisets.java
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  jar/com/google/common/util/concurrent/ForwardingFuture.java
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  jar/com/google/common/net/HostSpecifier.java
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  jar/com/google/common/collect/SparseImmutableTable.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/escape/Platform.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteProcessor.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/Splitter.java
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 */
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 *
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

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/**
* Holder for web specializations of methods of [@code Floats]. Intended to be empty for regular
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*/

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jar/com/google/common/collection/DiscreteDomain.java
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jar/com/google/common/collection/ImmutableClassToInstanceMap.java
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1.2243 babel-helper-hoist-variables 6.24.1

6.24.1

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1.2246 cookie-signature 1.0.6
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```
# cookie-signature

Sign and unsign cookies.

```js

```js
var cookie = require('cookie-signature');

var val = cookie.sign('hello', 'tobiiscool');
val.should.equal('hello.DGDUkGlIkCzPz+C0B064FNgHdEjox7ch8tOBGslZ5QI');

var val = cookie.sign('hello', 'tobiiscool');
cookie.unsign(val, 'tobiiscool').should.equal('hello');
cookie.unsign(val, 'luna').should.be.false;
```

```
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1.2248 oas-schema-walker 1.1.5 1.1.5

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1.2249 shimmer 1.0.0 1.0.0

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  jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/netty_unix_limits.c
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/netty_unix_util.h
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/io/netty/channel/unix/SocketWritableByteChannel.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/io/netty/channel/unix/PeerCredentials.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/io/netty/channel/unix/Limits.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/netty_unix_limits.h
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3-
  jar/netty_unix_util.c

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jar/io/netty/channel/unix/package-info.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4.1.42-final-sources-3-
jar/io/netty/channel/unix/UnixChannelOption.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4.1.42-final-sources-3-
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* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3.jar/io/netty/channel/unix/Buffer.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3.jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3.jar/netty_unix_buffer.h
* /opt/cola/permits/1132244357_1613132141.63/0/netty-transport-native-unix-common-4-1-42-final-sources-3.jar/netty_unix_buffer.c
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1.2256 process-on-spawn 1.0.0

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1.2257 is-property 1.0.2

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* /opt/cola/permits/1127084563_1611780084.51/0/fis-components-is-property-1-0-2-0-g24ebed6-tar-gz/fis-components-is-property-4515de4/README.md

1.2258 reactive-streams 1.0.2

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* /opt/ws_local/PERMITS_SQL/1092915250_1600810885.15/0/reactive-streams-1-0-2-sources-1-jar/org/reactivestreams/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1092915250_1600810885.15/0/reactive-streams-1-0-2-sources-1-jar/org/reactivestreams/Subscription.java
1.2259 batik-rasterizer 1.13

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* /opt/cola/permits/1146690630_1616599309.0/0/batik-rasterizer-1-13-sources-1-jar/META-INF/maven/org.apache.xmlgraphics/batik-rasterizer/pom.xml
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grant codeBase "${app.jar.base}/xml-apis-${xmlapis.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xalan-${xalan.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xercesImpl-2.9.1.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/../batik-rasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svgrasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-ext-${version}.jar" {
    permission java.security.AllPermission;
};

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};
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grant codeBase "${app.jar.base}/fop-transcoder-allinone-${xmlgraphics.fop.version}.jar" {
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grant codeBase "${app.jar.base}/batik-anim-${version}.jar" {
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};
grant codeBase "${app.jar.base}/batik-codec-${version}.jar" { 
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-extension-${version}.jar" { 
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svggen-${version}.jar" { 
    permission java.security.AllPermission;
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grant codeBase "${app.jar.base}/js.jar" { 
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "${app.jar.base}/batik-svg-dom-${version}.jar", "read";
};

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* /opt/cola/permits/1146690630_1616599309.0/0/batik-rasterizer-1-13-sources-1-
jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy

1.2260 hbase-shaded-netty 3.4.1
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1.2262 sshpk 1.16.1

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1.2263 node-environment-flags 1.0.6

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man/bitstring.3
man/explicit_bzero.3
man/fgetln.3
man/fgetwln.3
man/funopen.3bsd
man/getbsize.3
man/heapsort.3
man/nlist.3
man/queue.3bsd
man/radixsort.3
man/reallocarray.3
man/reallocf.3
man/setmode.3
man/strmode.3
man/strnstr.3
man/unvis.3
man/vis.3
man/wcslepy.3
src/getbsize.c
src/heapsort.c
src/merge.c
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src/arc4random_uniform.c
src/arc4random_unix.h
src/closefrom.c
src/getentropy_aix.c
src/getentropy_bsd.c
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* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/signature/SignatureVisitor.java
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* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/MethodAdapter.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/util/ASMifierFieldVisitor.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
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  jar/com/esri/core/geometry/JsonReader.java
- /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-
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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/SegmentIteratorImpl.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorIntersection.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/GeoJsonImportFlags.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/CrackAndCluster.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/EnvSrlzr.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/SimpleMapGeometryCursor.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorImportFromESRIShapeCursor.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/Line.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/OperatorShapePreservingDensify.java
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1.2300 nice-try 1.0.5

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1.2301 etag 1.7.0

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1.2304 is-number-object 1.0.4

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1.2305 activation-api 1.2.0

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1.2312 scala 2.11.12
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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

Either create a single parameter accepting the Tuple2,

or consider a pattern matching anonymous function: `\{ case (a, b) => ... \}
val x: ((Int, Int) => Int) = (((a, b)) => a)
^

not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.

Either create a single parameter accepting the Tuple2,

or consider a pattern matching anonymous function: `\{ case (param1, param2) => ... \}
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple3,
    or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }`
val z: ((Int, Int, Int) => Int) = {((a, NotAPatternVariableName, c)) => a}
^ three errors found

Scala includes the Tools Tooltip library:

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Scala includes the JLine library, which includes the Jansi library.

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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
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  jar/reactor/core/publisher/BufferOverflowStrategy.java

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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
  jar/reactor/core/publisher/MonoFilterWhen.java

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jar/reactor/core/scheduler/DisposableContainer.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
jar/reactor/core/scheduler/ScheduledRunnable.java
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jar/reactor/core/scheduler/Scheduler.java
* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-
jar/reactor/util/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-jar/reactor/core/publisher/FluxSkipUntil.java
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* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources-jar/reactor/core/publisher/SpscArrayQueue.java
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jar/reactor/core/publisher/SignalLogger.java
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-
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1.2328 @babel/helper-member-expression-to-functions 7.13.12

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1.2344 spdx-license-ids 3.0.6

1.2344.1 Available under license :

```
root = true

[*]
charset = utf-8
end_of_line = lf
indent_style = tab
tab_width = 2
insert_final_newline = true
trim_trailing_whitespace = true
```
A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```bash
npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...
ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
```
***
```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]
```

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
***

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[*_.workflow_*]
indent_style = space

1.2345 is-string 1.0.5

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1.2346 touch 3.1.0

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1.2347 express 4.17.1

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1.2348 jsreport-child-templates 1.4.0

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Version 3, 29 June 2007

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1.2349 glob-parent 5.1.1
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1.2350 node-promise 0.5.13 0.5.13
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The node-promise project provides a complete promise implementation. Promises provide a clean separation of concerns between asynchronous behavior and the interface so asynchronous functions can be called without callbacks, and callback interaction can be done on the generic promise interface. The node-promise package provides just a promise implementation, however, https://github.com/kriszyp/promised-io is recommended for more complete promise-based IO functionality. The promised-io includes the promise implementation from node-promise, as well as wrappers around Node's filesystem and other system I/O APIs for consistent promise-based interaction.

The node-promise module features a promise implementation with:

* Chainable promises
* Promises throw errors if an error handler is not provided
* CommonJS promise proposal [1] compliant
* Immutable once fulfilled to reduce possible side-effects
* Promises can be used securely (as separate resolver/promise pairs in ocap situations)
* Backwards compatibility where possible (addCallback, addErrback, emitSuccess, and emitError should still behave as expected)

Utility functions, including:

* when() - Normalization of sync (normal values) and async (promises)
* all() - Create a promise that accumulate multiple concurrent promises (failed promises resolve to Error objects)
* allOrNone() - Ditto, but the first promise to fail causes the composition to fail as well
* first() - Find the first promise to be fulfilled in a group of promises
* seq() - Sequentially execute a set of promise returning functions
* delay() - Returns a promise that is fulfilled after a given amount of time
* execute() - Executes a function that takes a callback and returns a promise (thank you Benjamin Thomas for providing this)

Much of this is adapted from Tyler Close's ref_send and Kris Kowal's work on promises.
Some quick examples from test-promise.js (again, it is recommended that you use http://github.com/kriszyp/promised-io for file and other I/O interaction):

```
util = require('util');
var fs = require('./fs-promise);

// open a file and read it
fs.open("fs-promise.js", process.O_RDONLY).then(function(fd){
 return fs.read(fd, 4096);
}).then(function(args){
 util.puts(args[0]); // print the contents of the file
});

// does the same thing
fs.readFile("fs-promise.js").addCallback(util.puts);
```

A default Promise constructor can be used to create a self-resolving deferred/promise:

```
var Promise = require("node-promise").Promise;
var promise = new Promise();
asyncOperation(function(){
 promise.resolve("successful result");
});
promise -> given to the consumer
```

A consumer can use the promise:

```
promise.then(function(result){
 ... when the action is complete this is executed ...
 },
 function(error){
 ... executed when the promise fails
 });
```

Alternately, a provider can create a deferred and resolve it when it completes an action. The deferred object a promise object that provides a separation of consumer and producer to protect promises from being fulfilled by untrusted code.

```
var defer = require("node-promise").defer;
var deferred = defer();
asyncOperation(function(){
 deferred.resolve("successful result");
});
deferred.promise -> given to the consumer
```

Another way that a consumer can use promises:

```
var when = require("node-promise").when;
when(promise,function(result){
```
... when the action is complete this is executed ...
},
function(error){
    ... executed when the promise fails
});

More examples:

function printFirstAndLast(itemsDeferred){
    findFirst(itemsDeferred).then(util.puts);
    findLast(itemsDeferred).then(util.puts);
}
function findFirst(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[0];
    });
}
function findLast(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[items.length];
    });
}

And now you can do:

printFirstAndLast(someAsyncFunction());

The workhorse function of this library is the "when" function, which provides a means for normalizing interaction with values and functions that may be a normal synchronous value, or may be a promise (asynchronously fulfilled). The when() function takes a value that may be a promise or a normal value for the first function, and when the value is ready executes the function provided as the second argument (immediately in the case of a non-promise normal value). The value returned from when() is the result of the execution of the provided function, and returns a promise if provided a promise or synchronously returns a normal value if provided a non-promise value. This makes it easy to "chain" computations together. This allows us to write code that is agnostic to sync/async interfaces:

var when = require("node-promise").when;
function printFirstAndLast(items){
    // print the first and last item
    when(findFirst(items), util.puts);
    when(findLast(items), util.puts);
}
function findFirst(items){
    // return the first item
    return when(items, function(items){
        return items[0];
    });
}
function findLast(items){
    // return the last item
    return when(items, function(items){
        return items[items.length - 1];
    });
}

Now we can do:

> printFirstAndLast([1,2,3,4,5]);
1
5

And we can also provide asynchronous promise:

    var promise = new process.Promise();
    > printFirstAndLast(promise);

(nothing printed yet)

> promise.emitSuccess([2,4,6,8,10]);
2
10

The "all" function is intended to provide a means for waiting for the completion of an array of promises. The "all" function should be passed an array of promises, and it returns an promise that is fulfilled once all the promises in the array are fulfilled. The returned promise's resolved value will be an array with the resolved values of all of the promises in the passed in array.

The "first" function is intended to provide a means for waiting for the completion of the first promise in an array of promises to be fulfilled. The "first" function should be passed an array of promises, and it returns an promise that is fulfilled once the first promise in the array is fulfilled. The returned promise's resolved value will be the resolved value of the first fulfilled promise.

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* /opt/cola/permits/1025855972_1636567465.07/0/node-promise-0-5-13-tgz/package/README.md
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1.2351 safer-buffer 2.1.2
1.2351.1 Available under license:
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1.2352 jsreport-version-control 1.6.0
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1.2353 jquery 3.4.0 3.4.0

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1.2354 get-stream 5.1.0

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*
* Abstract: The main routine
*
* --*/

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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A. HISTORY OF THE SOFTWARE

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

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

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

All Python releases are Open Source (see http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.
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1.2360 uuid 3.2.1

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1.2361 babel-helper-compilation-targets

7.13.13

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1.2362 xpp 1.1.4c

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1.2363 path-dirname 1.0.2

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 *
 * Abstract: The main routine
 *
--*/

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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nodemanager/src/main/native/container-executor/impl/compat/{fstatat|openat|unlinkat}.h:

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jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
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1.2387 object-keys 1.1.1
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1.2388 readable-stream 2.3.7

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1.2390 babel-runtime 6.26.0 6.26.0
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1.2391 is-accessor-descriptor 1.0.0

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1.2392 to-regex-range 5.0.1

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1.2393 lockfile 1.0.4

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1.2396 json-stringify-safe 5.0.1

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1.2398 qs 6.5.1 6.5.1

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1.2400 cross-spawn 7.0.3

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1.2402 kotlin 1.4.0

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["version":3,"file":"kotlin.js","sources":["wrapper.js","arrayUtils.js","callableReferenceUtils.js","conversions.js","core.js","long.js","markerFunctions.js","misc.js","polyfills.js","rtti.js","runtime/arrayUtils.kt","runtime/Enum.kt","primitiveCompanionObjects.kt","generated/_Arrays.kt","generated/_Ranges.kt","kotlin/UByte.kt","kotlin/UInt.kt","kotlin/

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Kotlin.toShort = function (a) {
  return (a & 0xFFFF) << 16;
};

Kotlin.toByte = function (a) {
  return (a & 0xFF) << 24 >> 24;
};

Kotlin.toChar = function (a) {
  return a & 0xFFFF;
};

Kotlin.numberToLong = function (a) {
  return (a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a)).numberToLong();
};

Kotlin.numberToInt = function (a) {
  return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);
};

Kotlin.numberToShort = function (a) {
  return Kotlin.toShort(Kotlin.numberToInt(a));
};

Kotlin.numberToByte = function (a) {
  return Kotlin.toByte(Kotlin.numberToInt(a));
};

Kotlin.numberToDouble = function (a) {
  return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);
};

Kotlin.numberToChar = function (a) {
  return a & 0xFFFF;
};

Kotlin.equals = function (obj1, obj2) {
  if (obj1 == null) {
    return obj2 == null;
  }
  if (obj2 == null) {
    return false;
  }
  if (obj1 !== obj1) {
    return obj2 !== obj2;
  }
  if (typeof obj1 === "object" && typeof obj1.equals === "function") {
    return obj1.equals(obj2);
  }
  if (typeof obj1 === "number" && typeof obj2 === "number") {
    return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
  }
  return obj1 === obj2;
};

Kotlin.hashCode = function (obj) {
  if (obj == null) {
    return 0;
  }
  var str = String(obj);
  return "[..."]
};

Kotlin.toString = function (o) {
  if (o == null) {
    return "null";
  }
  else if (Kotlin.isArrayish(o)) {
    return "[...]
";
  }
  return o.toString();
};

/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as signed integers.
 * See the from* functions below for more convenient ways of constructing Longs.
 */

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are MIN_VALUE\n
* (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as\n * a positive number, it overflows back into a negative). Not handling this\n * case would often result in infinite recursion.\n
* @param {number} low The low (signed) 32 bits of the long.\n
* @param {number} high The high (signed) 32 bits of the long.\n
* @constructor

* @final

*/

Kotlin.Long = function(low, high) {
  /**
   *
   * @type {number}
   * @private
   */
  this.low_ = low | 0;  // force into 32 signed bits.

  /**
   * @type {number}
   * @private
   */
  this.high_ = high | 0;  // force into 32 signed bits.
};

Kotlin.Long.$metadata$ =

{ 
    kind: "class",
    simpleName: "Long",
    interfaces:

};

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

/**
 * A cache of the Long representations of small integer values.\n * @type {number}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.\n * @param {number} value The\n * 32-bit integer in question.\n *
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

/**
 * Converts this number value to 'Long'.\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this 'Double' value is 'NaN', 'Long.MIN_VALUE' if it's less than 'Long.MIN_VALUE',\n * 'Long.MAX_VALUE' if it's bigger than 'Long.MAX_VALUE'.\n * @param {number} value The number in\n * question.\n *
 * @return {Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0, (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
};

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

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

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

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.:\n
  // var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n
  var var size = Math.min(8, str.length - i);\n  var var value = parseInt(str.substring(i, i + size), radix);\n  if (size < 8) {
    var size = Kotlin.Long.fromNumber(Math.pow(radix, size));\n    result = result.multiply(power).add(Kotlin.Long.fromNumber(value));\n  } else {
    var size = result = result.multiply(radixToPower);\n    result = result.add(Kotlin.Long.fromNumber(value));\n    }\n  }\n
  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.:\n
  return result;
};

// NOTE: the compiler should inline these constant values below and then remove\n// these variables, so should be no runtime penalty for these.\n
*/

*/

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Long divided by the given one.!
* @param {Kotlin.Long} other Long by which to divide.
* @return

[Kotlin.Long] This Long divided by the given one.
* An Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
  } else {
    // At this point, we have |other| > 2, so |this/other| < |MIN_VALUE|.
    var halfThis = 
      this.shiftRight(1);
    var approx = halfThis.div(other).shiftLeft(1);
    if (approx.equalsLong(Kotlin.Long.ZERO)) {
      return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
    } else {
      return this.negate().div(other.negate());
    }
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().div(other.negate());
    } else {
      return this.div(other).negate();
    }
  } else if (other.isNegative()) {
    return this.div(other.negate());
  }

  // Repeat the following until the remainder is less than other: find an
  // floating-point that approximates remainder / other *from below*, add this
  // into the result, and subtract it from the remainder. It is critical that
  // the approximate value is less than or equal to the real value so that then
  // remainder never becomes negative.
  var res = Kotlin.Long.ZERO;
  var rem = this;
  while (rem.greaterThanOrEqual(other)) {
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2); // Decrease the approximation until it is smaller than the remainder. Note
    // that if it is too large, the product overflows and is negative.
    var approxRes = Kotlin.Long.fromNumber(approx);
    var approxRem = approxRes.multiply(other);
    while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
      approx -= delta;
      approxRes = Kotlin.Long.fromNumber(approx);
      approxRem = approxRes.multiply(other);
    }
    // We know the answer can't be zero... and actually, zero would cause
    // infinite recursion since we would make no progress.
    if (approxRes.isZero()) {
      approxRes = Kotlin.Long.ZERO;
    }
    res = res.add(approxRes);
    rem = rem.subtract(approxRem);
  }
  return

  if (other.isNegative()) {
    return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
  } else {
    return other.isZero() ? Kotlin.Long.ZERO : other;
  }

  // This Long modulo the given one.
  * An Kotlin.Long.prototype.modulo = function(other) {
    return this.subtract(this.div(other).multiply(other));
  }

  // This Long with bits shifted to the left by the given amount.
  * @param {number} numBits The number of bits by which to shift
  * @return

  * An Kotlin.Long.prototype.shiftLeft = function(numBits) {
    numBits &= 63;
    if (numBits == 0) {
      return this;
    } else {
      var low = this.low_;
      if (numBits < 32) {
        var high = this.high_;
        return Kotlin.Long.fromBits(low << numBits, high << numBits);
      } else

/*
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 * found in the license/LICENSE.txt file.
 */

Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.defineModule = function (id, declaration) {
};

Kotlin.defineInlineFunction = function(tag, fun) {
    return fun;
};

Kotlin.wrapFunction = function(fun) {
    var f = function() {
        f = fun();
        return
    };
    return function() {
        return f.apply(this, arguments);
    };
};

Kotlin.isTypeOf = function(type) {
    return function (object) {
        return typeof object === type;
    }
};

Kotlin.isInstanceOf = function (klass) {
    return function (object) {
        return Kotlin.isType(object,
                          klass);
    }
};

Kotlin.orNull = function (fn) {
    return function (object) {
        return object == null ||
        fn(object);
    }
};

Kotlin.andPredicate = function (a, b) {
    return function (object) {
        return a(object) 
        && b(object);
    }
};

Kotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data)
{
};

Kotlin.suspendCall = function(value) {
    return value;
};

Kotlin.coroutineResult = function(qualifier)
{
    throwMarkerError();
};

Kotlin.coroutineController = function(qualifier) {
    throwMarkerError();
};

Kotlin.coroutineReceiver = function(qualifier) {
    throwMarkerError();
};

Kotlin.setCoroutineResult = function(value, qualifier) {
    throwMarkerError();
};

Kotlin.getLongFromBits = function(numBits, high, low)
{
    return Kotlin.Long.fromBits(0, low << (numBits - 32));
}
Math.exp(+x), b = Math.exp(-x);
                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);
result -= (x * x * x) / 3;
                }
                return result;
            }
            else {
                var a =
                (Math.abs(x) < taylor_n_bound) {
                var result = x;
                if (Math.abs(x) > taylor_2_bound) {

                y1 = 1 / y;
            if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);
            return (y +
                (typeof Math.cosh === "undefined") {
        Math.cosh = function(x) {
            var y = Math.exp(x);
            var
        };
    }
    if
Math.exp(x);
                var y1 = 1 / y;
            if (!isFinite(y)) return Math.exp(x - Math.LN2);
        };
    }
    if
result = (x * x * x) / 3;
        }]
        return result;
        }
        return Math.exp(x);
    }

    Kotlin.imul = Math.imul || imul;
    Kotlin.imulEmulated = imul;
    function imul(a, b) {
        return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;
    }
    function imul(a, b) {
        return (a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0); 0;
    }
    function imul(a, b) {
        return (a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0); 0;
    }
    function imul(a, b) {
        return (a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0); 0;
    }
    function imul(a, b) {
        return (a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0); 0;
    }
}
Object) { \n    switch (typeof object) { \n        case 'string': \n            return true; \n        case 'number': \n            return true; \n        case 'boolean': \n            return true; \n        case 'function': \n            return true; \n        default: \n            return object instanceof Object; \n    }
}

if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
    return false;
}

if (typeof klass === 'function' && object instanceof klass) {
    return true;
}

var proto = Object.getPrototypeOf(klass);
var constructor = proto != null ? proto.constructor : null;
if (constructor != null && metastdata$ in constructor) { \n    var metadata = constructor.$metadata$; \n    return Object(kotlin.isObject = function (a) { \n        return typeof a === 'object' || a instanceof Kotlin.Long; \n    });
}

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar;
};

Kotlin.isComparable = function (value) {
    var type = typeof value;
    return type === 'string' ||
           type === 'boolean' ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === 'string' ||
           Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};

if (@PublishedApi)
external internal fun <T> Array(size: Int): Array<T>

if (@JsName("newArray")
fun <T> newArray(size: Int, initValue: T) = fillArrayVal(Array<T>(size), initValue);

if (@JsName("newArrayF")
inline fun <T> arrayWithFun(size: Int, init: (Int) -> T) = fillArrayFun(array<T>(size), init);

if (@JsName("fillArray")
inline fun <T> fillArrayFun(array: Array<T>, init: (Int) -> T): Array<T> {
    for (i in 0..array.size - 1) {
        array[i] = init(i)
    }
    return array;
}

if (@JsName("booleanArray")
fun booleanArray(size: Int, init: dynamic): Array<Boolean> {
    val result: dynamic = Array<Boolean>(size)
    result.`$type$` = "BooleanArray"
    return when (init) {
        null, true -> fillArrayVal(result, false)
        false -> result
        else -> fillArrayFun<Boolean>(result, init);
    }
}

if (@JsName("booleanArrayF")
inline fun booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> {
    val array = booleanArray(size, false)
    for (i in 0..array.size - 1) {
        @Suppress("UNUSED_VARIABLE") // used in js block
        val value = init(i)
        js("array[i] = value;\")
    }
    return array;
}

if (@JsName("charArray")
@Suppress("UNUSED_PARAMETER")
fun charArray(size: Int, init: dynamic): Array<Char> {
    val result = js("new Uint16Array(size)")
    result.`$type$` = "CharArray"
    return when (init) {
        null, true, false -> result // For consistency
        else -> fillArrayFun<Char>(result, init);
    }
}

if (@JsName("charArrayF")
inline fun charArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {
    val array = charArray(size, null)
    for (i in 0..array.size - 1) {
        @Suppress("UNUSED_PARAMETER") // used in js block
        js("array[i] = value;\")
    }
    return array;
}

if (@JsName("untypedCharArray")
fun longArray(size: Int, init: dynamic): Array<Long> {
    val result: dynamic = Array<Long>(size)
    result.`$type$` = "LongArray"
    return when (init) {
        null, true, false -> result // For consistency
        else -> fillArrayFun<Long>(result, init);
    }
}

if (@JsName("longArrayF")
inline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> {
    val array = longArray(size, null)
    for (i in 0..array.size - 1) {
        @Suppress("UNUSED_VARIABLE") // used in js block
        js("array[i] = value;\")
    }
    return array;
}
In
  get() = _ordinal
  override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

override fun equals(other: Any?) = this === other

override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)

override fun toString() = name

companion object
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component1(): Byte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component1(): Short {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component1(): Int {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component1(): Long {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component1(): Float {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component1(): Double {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component1(): Boolean {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component1(): Char {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(): T {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(): Byte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(): Short {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(): Int {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(): Long {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(): Float {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1)
}

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Valuable information about Kotlin is also included in this file. It is structured as follows:

- **IndexOutOfBoundsException** is described where the behavior is unspecified.
- Kotlin/JS provides some examples of how to use these features:
  - `LongArray` is used to demonstrate how to define a `component2()` method.
  - `FloatArray` is used to demonstrate how to define a `component2()` method.
  - `DoubleArray` is used to demonstrate how to define a `component2()` method.
  - `BooleanArray` is used to demonstrate how to define a `component2()` method.
  - `CharArray` is used to demonstrate how to define a `component2()` method.

Moreover, the file also provides a generic method to access the 3rd and 4th elements of any array type, demonstrating its flexibility and potential for reuse in different contexts.
 IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.inline operator 4(): Short {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component5(): T {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.

 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun
```kotlin
<@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.'", ReplaceWith("any { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@Suppress("DEPRECATION")
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.'", ReplaceWith("any { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@Suppress("DEPRECATION")
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```
calling the [defaultValue] function if the [index] is out of bounds of this array.

byteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte { if (index >= 0 && index <= lastIndex) byteArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

shortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short { if (index >= 0 && index <= lastIndex) shortArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

intArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int { if (index >= 0 && index <= lastIndex) intArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

longArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long { if (index >= 0 && index <= lastIndex) longArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

floatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float { if (index >= 0 && index <= lastIndex) floatArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

doubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double { if (index >= 0 && index <= lastIndex) doubleArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

booleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean { if (index >= 0 && index <= lastIndex) booleanArray[index] else defaultValue(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

charArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char { if (index >= 0 && index <= lastIndex) charArray[index] else defaultValue(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

ByteArray.elementAtOrNull(index: Int): Byte? { byteArray.getOrNull(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

ShortArray.elementAtOrNull(index: Int): Short? { shortArray.getOrNull(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

IntArray.elementAtOrNull(index: Int): Int? { intArray.getOrNull(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

LongArray.elementAtOrNull(index: Int): Long? { longArray.getOrNull(index) } * Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

ByteArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Byte): Byte { if (index >= 0 && index <= lastIndex) byteArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

ShortArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Short): Short { if (index >= 0 && index <= lastIndex) shortArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

IntArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Int): Int { if (index >= 0 && index <= lastIndex) intArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

LongArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Long): Long { if (index >= 0 && index <= lastIndex) longArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

ByteArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Byte): Byte { if (index >= 0 && index <= lastIndex) byteArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

ShortArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Short): Short { if (index >= 0 && index <= lastIndex) shortArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

IntArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Int): Int { if (index >= 0 && index <= lastIndex) intArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

LongArray.elementAtOrDefault(index: Int, defaultValue: (Int) -> Long): Long { if (index >= 0 && index <= lastIndex) longArray[index] else defaultValue(index) } * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
samples.collections.Collections.Elements.elementAtOrNull */\n@kotlin.internal.InlineOnly\n\npublic inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)\n}\n\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample samples.collections.Collections.Elements.elementAtOrNull*/\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)\n}\n\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample samples.collections.Collections.Elements.elementAtOrNull*/\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)\n}\n\n/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * @sample samples.collections.Collections.Elements.elementAtOrNull*/\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.find*/\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)\n}\n\n/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * @sample samples.collections.Collections.Elements.findLast*/\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)\n}
samples.collections.Collections.Elements.find
*\n@kotlin.internal.InlineOnly\n@public inline fun
IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly\n@public inline fun
LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly\n@public inline fun
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly\n@public inline fun
BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly\n@public inline fun
CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate.
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate.
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate.
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate.
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate.
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given 
 * predicate, or `null` if no such element is found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
element was not found.

*/
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

*/
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

*/
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

*/
public inline fun Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    if (index >= 0 && index <= lastIndex) return get(index)
    return defaultValue(index)
}

*/
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun ByteArray.getOrNull(index: Int): Byte? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun ShortArray.getOrNull(index: Int): Short? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun IntArray.getOrNull(index: Int): Int? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun LongArray.getOrNull(index: Int): Long? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun FloatArray.getOrNull(index: Int): Float? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun DoubleArray.getOrNull(index: Int): Double? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun CharArray.getOrNull(index: Int): Char? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}

*/
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    if (index >= 0 && index <= lastIndex) return get(index)
    return null
}
[index] or `null` if the [index] is out of bounds of this array.

```kotlin
return if (index >= 0 && index <= lastIndex) get(index) else null
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.indexOf(element: Short): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.indexOf(element: Byte): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ShortArray.indexOf(element: Short): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

* * @sample

```kotlin
samples.collections.Collections.Elements.getOrNull

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun CharArray.indexOf(element: Char): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```
**ByteArray.indexOfFirst**(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**ShortArray.indexOfFirst**(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**IntArray.indexOfFirst**(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**LongArray.indexOfFirst**(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**ByteArray.indexOfLast**(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**ShortArray.indexOfLast**(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**IntArray.indexOfLast**(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**LongArray.indexOfLast**(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**CharArray.indexOfFirst**(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

**CharArray.indexOfLast**(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) return index
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.last(): Byte {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.last(): Short {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.last(): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
Returns the last element, or `null` if the array is empty.

```kotlin
public fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if no such element was found.
 */
public fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if no such element was found.
 */
public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if no such element was found.
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if no such element was found.
 */
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random).
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random).
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random).
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random).
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random).
}
inline fun FloatArray.random(): Float {
    return random(Random())
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random())
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random())
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random())
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun ShortArray.random(random: Random): Short {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntArray.random(random: Random): Int {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongArray.random(random: Random): Long {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun FloatArray.random(random: Random): Float {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharArray.random(random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.randomOrNull(): T? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ShortArray.randomOrNull(): Short? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random())
}
c inline fun ShortArray.randomOrOrNull(): Short? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.randomOrOrNull(): Int? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.randomOrOrNull(): Long? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.randomOrOrNull(): Float? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.randomOrOrNull(): Double? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Array<out T>.randomOrOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun ByteArray.randomOrOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun ShortArray.randomOrOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun IntArray.randomOrOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun LongArray.randomOrOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun FloatArray.randomOrOrNull(random: Random): Float? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun DoubleArray.randomOrOrNull(random: Random): Double? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n}
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> Array<T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.
")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.
")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.
")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.
")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.
")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}
single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
@public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

@public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

@public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

@public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

@public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

@public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

@public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw
        NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

public fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

@public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

@public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

@public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

@public fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

@public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
```
fun IntArray.singleOrNull(): Int? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun LongArray.singleOrNull(): Long? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ShortArray.singleOrNull(): Short? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ByteArray.singleOrNull(): Byte? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun FloatArray.singleOrNull(): Float? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun DoubleArray.singleOrNull(): Double? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun CharArray.singleOrNull(): Char? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun BooleanArray.singleOrNull(): Boolean? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? { if (size == 1) return this[0] else null
}

/**
 * Returns single element, or null if the array is empty or has more than one element.
 */
public fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? { if (size == 1) return this[0] else null
}
IllegalArgumentException if \( n \) is negative.\n
```java
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```

```java
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))\n}\n\n\nIllegalArgumentException if \( n \) is negative.\n
```
IllegalArgumentException if [n] is negative.

public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unsorted
}

public inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

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samples.collections.Collections.Transformations.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
* Returns a list containing all elements except first elements that satisfy the given [predicate].
*
* @sample samples.collections.Collections.Transformations.dropWhile
*/
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
* Returns a list containing all elements except first elements that satisfy the given [predicate].
*
* @sample samples.collections.Collections.Transformations.dropWhile
*/
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
* Returns a list containing all elements except first elements that satisfy the given [predicate].
*
* @sample samples.collections.Collections.Transformations.dropWhile
*/
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
samples.collections.Collections.Transformations.drop\n */\n\npublic inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {\n var yielding = false \n val list = ArrayList<Char>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {\n var yielding = false \n val list = ArrayList<Char>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n var yielding = false \n val list = ArrayList<Byte>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n var yielding = false \n val list = ArrayList<Short>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n var yielding = false \n val list = ArrayList<Int>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false \n val list = ArrayList<Long>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false \n val list = ArrayList<Float>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {\n var yielding = false \n val list = ArrayList<Double>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n var yielding = false \n val list = ArrayList<Boolean>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n var yielding = false \n val list = ArrayList<Int>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false \n val list = ArrayList<Long>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false \n val list = ArrayList<Float>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {\n var yielding = false \n val list = ArrayList<Double>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n var yielding = false \n val list = ArrayList<Boolean>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n var yielding = false \n val list = ArrayList<Int>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false \n val list = ArrayList<Long>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false \n val list = ArrayList<Float>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {\n var yielding = false \n val list = ArrayList<Double>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n var yielding = false \n val list = ArrayList<Boolean>() \n for (item in this) {\n if (yielding) {\n list.add(item) \n } else if (!predicate(item)) {\n list.add(item) \n yielding = true \n } \n return list}\n
Open Source Used In DNAC Platform Antelope 9121
(index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun 
FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun DoubleArray.filterIndexed(predicate:
(index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun CharArray.filterIndexed(predicate:
(index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate:
(index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate:
(index: Int, Short) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate:
(index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination],
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate:
(index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
predicate evaluation on the element.

```kotlin
/*public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}*/

public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}
```

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samples.collections.Collections.Filtering.filter

```java
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean>
```
Open Source Used In DNAC Platform Antelope 9125

```kotlin
Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Appends all elements matching the given [predicate] to the given [destination].\n */ \n@sample samples.collections.Collections.Filtering.filterTo\n*\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {n for (element in this) if (predicate(element)) destination.add(element)\n    return destination\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun <T> Array<out T>.slice(indices: IntRange): List<T> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun ByteArray.slice(indices: IntRange): List<Byte> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun ShortArray.slice(indices: IntRange): List<Short> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun IntArray.slice(indices: IntRange): List<Int> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun LongArray.slice(indices: IntRange): List<Long> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */ \n@sample samples.Collections.Filtering.slice\n*\npublic fun DoubleArray.slice(indices: IntRange): List<Double> {n if (indices.isEmpty()) return listOf()\n    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n} \n```

if (indices.isEmpty()) return listOff()  
return copyOfRange(indices.start, indices.endInclusive + 1).asList()  


FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    val result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): FloatArray {
    val result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

LongArray.sliceArray(indices: Collection<Int>): LongArray {
    val result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls<T>(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

CharArray.sliceArray(indices: Collection<Int>): charArray {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyCharArray()
    val list = ArrayList>HelloTimer()
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List:Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList[Boolean](size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Double>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

Array<out T>.sliceArray(indices: Collection<Int>): List<T> {
    val result = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

CharArray.slice(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices)
return emptyArrayOf<T>(0)
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()


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targetIndex = 0
for (sourceIndex in indices) {
    result[targetIndex++] = this[sourceIndex]
}
return result

* Returns an array containing elements of this array at specified [indices].

* //public fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    val result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* //public fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* //public fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    val result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* //public fun <T> Array<T>.sliceArray(indices: IntRange): Array<T> {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

* @param index The index to retrieve.
* @return The element at the specified index.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

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* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

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* @param indices The indices to slice.
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* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

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* Returns an array containing elements at indices in the specified [indices] range.

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* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
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* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
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* Returns an array containing elements at indices in the specified [indices] range.

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* @param indices The indices to slice.
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* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.

* Returns an array containing elements at indices in the specified [indices] range.

* @param indices The indices to slice.
* @return The sliced array.
a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.take(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Int>(n)\n for
(item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.take(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Long>(n)\n for
(item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.take(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Float>(n)\n for
(item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.take(n: Int): List<Double> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Double>(n)\n
for (item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n }\n return list\n}\n\n/**\n *
Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n *
@sample samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.take(n: Int):
List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return
emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list =
ArrayList<Boolean>(n)\n for (item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n }\n
return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if
[n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun
CharArray.take(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if
(n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n
val list = ArrayList<Char>(n)\n for (item in this) {\n
list.add(item)\n
if (++count == n)\n
break\n
}\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.takeLast(n: Int): List<T>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val
size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list =
ArrayList<T>(n)\n for (index in size - n until size)\n
list.add(this[index])\n return list\n}\n\n/**\n * Returns
a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun ByteArray.takeLast(n: Int): List<Byte> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size =
size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Byte>(n)\n
for (index in size - n until size)\n
list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.takeLast(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size =
size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Short>(n)\n
for (index in size - n until size)\n
list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.takeLast(n: Int): List<Int> {\n

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/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {

    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }

    return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun <T> Array<T>.reverse(): Unit {

    ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }

    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    var list = ArrayList<Char>()
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var list = ArrayList<Byte>()
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
Unit { 
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun DoubleArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun IntArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun LongArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun ShortArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun CharArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun BooleanArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun FloatArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}

/**
 * Reverses elements in the
 * array in-place. 
 */
public fun LongArray.reverse(): Unit {
val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in 0..midPoint) { 
val tmp = this[index]
this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
}
}
array in the specified range in-place.

* @param fromIndex the start of the range (inclusive) to reverse.
* @param toIndex the end of the range (exclusive) to reverse.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

 */
@SinceKotlin("1.4")
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Returns a
list with elements in reversed order.

*\*anonymous fun <T> Array<out T>.reversed(): List<T> { 
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function ByteArray.reversed(): List<Byte> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function ShortArray.reversed(): List<Short> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function LongArray.reversed(): List<Long> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function DoubleArray.reversed(): List<Double> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function BooleanArray.reversed(): List<Boolean> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function CharArray.reversed(): List<Char> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous function ByteArray.reversed(): List<Byte> { 
    if (isEManaged()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
} *\*anonymous fun <T> Array<T>.reversed(): Array<T> { 
    if (isEManaged()) return this
    val result = arrayOfNulls(this)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun ByteArray.reversed(): Array<Byte> { 
    if (isEManaged()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun ShortArray.reversed(): ShortArray { 
    if (isEManaged()) return this
    val result = ShortArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun LongArray.reversed(): LongArray { 
    if (isEManaged()) return this
    val result = LongArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun DoubleArray.reversed(): DoubleArray { 
    if (isEManaged()) return this
    val result = DoubleArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun BooleanArray.reversed(): BooleanArray { 
    if (isEManaged()) return this
    val result = BooleanArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun CharArray.reversed(): CharArray { 
    if (isEManaged()) return this
    val result = CharArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
} *\*anonymous fun ByteArray.reversed(): ByteArray { 
    if (isEManaged()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndexOf
    for (i in 0..lastIndex) result[lastIndex - i] = this[i]
    return result
}
shuffles elements in this array in-place.

```kotlin
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {  
shuffle(Random)
}@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {  
shuffle(Random)
}@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {  
shuffle(Random)
}@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {  
shuffle(Random)
}@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit {  
shuffle(Random)
}@SinceKotlin("1.4")
public fun ByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```
source of randomness. See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

```kotlin
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

```kotlin
/**
 * Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.
 */
public fun <T : Comparable<T>> Array<T>.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}
```

```kotlin
/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) { sort().reverse() }
}
```

```kotlin
/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun CharArray.sortDescending(): Unit {
    if (size > 1) { sort().reverse() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<T>.sorted(): List<T> {
    return sortedArray().asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray
```
(isEmpty()) return this
return this.copyOf().apply { sort() }

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedBy { selector(it) } as List<Byte>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedBy { selector(it) } as List<Short>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedBy { selector(it) } as List<Int>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedBy { selector(it) } as List<Long>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedBy { selector(it) } as List<Float>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedBy { selector(it) } as List<Double>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedBy { selector(it) } as List<Char>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun BooleanArray.sortedBy(selector: (Boolean) -> R?): List<Boolean> {
    return sortedBy { selector(it) } as List<Boolean>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedBy { selector(it) } as List<Byte>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedBy { selector(it) } as List<Short>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedBy { selector(it) } as List<Int>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedBy { selector(it) } as List<Long>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedBy { selector(it) } as List<Float>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedBy { selector(it) } as List<Double>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedBy { selector(it) } as List<Char>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun BooleanArray.sortedBy(selector: (Boolean) -> R?): List<Boolean> {
    return sortedBy { selector(it) } as List<Boolean>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {
    return sortedBy { selector(it) } as List<Byte>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {
    return sortedBy { selector(it) } as List<Short>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedBy(selector: (Int) -> R?): List<Int> {
    return sortedBy { selector(it) } as List<Int>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedBy(selector: (Long) -> R?): List<Long> {
    return sortedBy { selector(it) } as List<Long>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {
    return sortedBy { selector(it) } as List<Float>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {
    return sortedBy { selector(it) } as List<Double>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedBy(selector: (Char) -> R?): List<Char> {
    return sortedBy { selector(it) } as List<Char>
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun BooleanArray.sortedBy(selector: (Boolean) -> R?): List<Boolean> {
    return sortedBy { selector(it) } as List<Boolean>
of the value returned by specified [selector] function.

```kotlin
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> { \n  return sortedWith(compareBy(selector))\n}
```

```kotlin
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> { \n  return sortedWith(compareByDescending(selector))\n}
```

```kotlin
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> { \n  return sortedWith(compareByDescending(selector))\n}
```
return sortedWith(compareByDescending(selector))

/**
 * Returns a list of all elements sorted according to natural sort order.
 */
public fun <T : Comparable<T>> T.sortedWith(comparator: Comparator<in T>): List<T> {
    return sortedArrayWith(comparator).asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun <T> Array<out T>.asList(): List<T>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun ByteArray.asList(): List<Byte>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun ShortArray.asList(): List<Short>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun IntArray.asList(): List<Int>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun LongArray.asList(): List<Long>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun FloatArray.asList(): List<Float>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun DoubleArray.asList(): List<Double>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun CharArray.asList(): List<Char>

/**
 * Returns a list of all elements sorted according to the specified 
 * comparator.
 */
public fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sortedByDescending(crossinline selector: (Byte) -> Int?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedByDescending(crossinline selector: (Short) -> Int?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedByDescending(crossinline selector: (Int) -> Int?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedByDescending(crossinline selector: (Long) -> Int?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sortedByDescending(crossinline selector: (Float) -> Int?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sortedByDescending(crossinline selector: (Double) -> Int?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> Int?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sortedByDescending(crossinline selector: (Char) -> Int?): List<Char> {
    return sortedWith(compareByDescending(selector))
}
DoubleArray.asList(): List<Double> * Returns a [List] that wraps the original array.

BooleanArray.asList(): List<Boolean>

**
* Returns a [List] that wraps the original array.
*

CharArray.asList(): List<Char>

**
* Returns a [List] that wraps the original array.
*

/**
* Returns `true` if the two specified arrays are *deeply* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* If two corresponding elements are nested arrays, they are also compared deeply.
* If any of arrays contains itself on any nesting level the behavior is undefined.
* The elements of other types are compared for equality with the
* [equals] [Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level the behavior is undefined.

ByteArray.contentDeepHashCode(): Int

**
* Returns a hash code based on the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepEquals(other: ByteArray): Boolean

/**
* Returns `true` if the two specified arrays are *structurally* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the
* [equals] [Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ShortArray.contentDeepEquals(other: ShortArray): Boolean

/**
* Returns `true` if the two specified arrays are *structurally* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the
* [equals] [Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

*An@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")@SinceKotlin("1.1.1")@kotlin.internal.LowPriorityInOverloadResolution@public expect

<T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepHashCode(): Int

**
* Returns a hash code based on the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

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* If any of arrays contains itself on any nesting level that reference
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* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

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* Returns a string representation of the contents of this array as if it is a
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* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

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* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

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* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.

ByteArray.contentDeepToString(): String

**
* Returns a string representation of the contents of this array as if it is a
* [List],
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
* is rendered as `"[...]"` to prevent recursion.
order.

The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.

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* The elements are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
the same number of the same elements in the same order.\n * The elements are compared for equality with the
[equals][Any.equals] function.\n * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not
equal to ‘0.0’.\n * *\n@SinceKotlin("1.4")\npublic expect infix fun LongArray?.contentEquals(other: LongArray?):
Boolean\n\n * Returns ‘true’ if the two specified arrays are *structurally* equal to one another.\n * * i.e. contain the
same number of the same elements in the same order.\n * *\n@SinceKotlin("1.4")\npublic expect infix fun FloatArray?.contentEquals(other: FloatArray?):
Boolean\n\n * Returns ‘true’ if the two specified arrays are *structurally* equal to one another.\n * * i.e. contain the
same number of the same elements in the same order.\n * *\n@SinceKotlin("1.4")\npublic expect infix fun DoubleArray?.contentEquals(other: DoubleArray?):
Boolean\n\n * Returns ‘true’ if the two specified arrays are *structurally* equal to one another.\n * * i.e. contain the
same number of the same elements in the same order.\n * *\n@SinceKotlin("1.4")\npublic expect infix fun BooleanArray?.contentEquals(other: BooleanArray?):
Boolean\n\n * Returns ‘true’ if the two specified arrays are *structurally* equal to one another.\n * * i.e. contain the
same number of the same elements in the same order.\n * *\n@SinceKotlin("1.4")\npublic expect infix fun CharArray?.contentEquals(other: CharArray?):
Boolean\n
 * Returns a hash code based on the
contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun <T> Array<out T>.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun ByteArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun ShortArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun IntArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun LongArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun FloatArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun DoubleArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun BooleanArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun CharArray.contentHashCode():
Int\n\n * Returns a hash code based on the contents of this array as if it is [List].\n * *\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = "1.4")\npublic expect fun <T> Array<out T>.contentHashCode():
Int\n
Returns a hash code based on the contents of this array as if it is [List].

@SinceKotlin("1.4")
public expect fun ByteArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun ShortArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun IntArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun LongArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun FloatArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun DoubleArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun BooleanArray?.contentHashCode(): Int

@SinceKotlin("1.4")
public expect fun CharArray?.contentHashCode(): Int

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun <T> Array<out T>.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun ByteArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun ShortArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun IntArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun LongArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun FloatArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun DoubleArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun BooleanArray.contentToString(): String

@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public expect fun CharArray.contentToString(): String
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

```
*\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

*\n* @param destination the array to copy to, 0 by default.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

*\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

*\n* @Throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @Throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

*\n* @return the [destination] array.

*\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

```
values.
* \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun ShortArray.copyOf(newSize: Int): ShortArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun IntArray.copyOf(newSize: Int): IntArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun LongArray.copyOf(newSize: Int): LongArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun CharArray.copyOf(newSize: Int): CharArray

/**
 * Returns new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>
Returns a new array which is a copy of the specified range of the original array. */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

@SinceKotlin("1.3")
public <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
n@public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

@SinceKotlin("1.3")
n@public expect fun IntArrayOf(fromIndex: Int, toIndex: Int): IntArray

@SinceKotlin("1.3")
public expect fun ShortArrayOf(fromIndex: Int, toIndex: Int): ShortArray

@SinceKotlin("1.3")
public expect fun LongArrayOf(fromIndex: Int, toIndex: Int): LongArray

@SinceKotlin("1.3")
public expect fun FloatArrayOf(fromIndex: Int, toIndex: Int): FloatArray

@SinceKotlin("1.3")
public expect fun DoubleArrayOf(fromIndex: Int, toIndex: Int): DoubleArray

@SinceKotlin("1.3")
public expect fun BooleanArrayOf(fromIndex: Int, toIndex: Int): BooleanArray

@SinceKotlin("1.3")
public expect fun CharArrayOf(fromIndex: Int, toIndex: Int): CharArray

@SinceKotlin("1.3")
public fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public fun IntArrayOf(element: Int, fromIndex: Int = 0, toIndex: Int = size): IntArray

@SinceKotlin("1.3")
public fun ShortArrayOf(element: Short, fromIndex: Int = 0, toIndex: Int = size): ShortArray

@SinceKotlin("1.3")
public fun LongArrayOf(element: Long, fromIndex: Int = 0, toIndex: Int = size): LongArray

@SinceKotlin("1.3")
public fun FloatArrayOf(element: Float, fromIndex: Int = 0, toIndex: Int = size): FloatArray

@SinceKotlin("1.3")
public fun DoubleArrayOf(element: Double, fromIndex: Int = 0, toIndex: Int = size): DoubleArray

@SinceKotlin("1.3")
public fun BooleanArrayOf(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): BooleanArray

@SinceKotlin("1.3")
public fun CharArrayOf(element: Char, fromIndex: Int = 0, toIndex: Int = size): CharArray

@SinceKotlin("1.3")
public fun IntArrayOf(element: Int, fromIndex: Int = 0, toIndex: Int = size): IntArray

@SinceKotlin("1.3")
public fun ShortArrayOf(element: Short, fromIndex: Int = 0, toIndex: Int = size): ShortArray

@SinceKotlin("1.3")
public fun LongArrayOf(element: Long, fromIndex: Int = 0, toIndex: Int = size): LongArray

@SinceKotlin("1.3")
public fun FloatArrayOf(element: Float, fromIndex: Int = 0, toIndex: Int = size): FloatArray

@SinceKotlin("1.3")
public fun DoubleArrayOf(element: Double, fromIndex: Int = 0, toIndex: Int = size): DoubleArray

@SinceKotlin("1.3")
public fun BooleanArrayOf(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): BooleanArray

@SinceKotlin("1.3")
public fun CharArrayOf(element: Char, fromIndex: Int = 0, toIndex: Int = size): CharArray

@SinceKotlin("1.3")
public fun IntArrayOf(element: Int, fromIndex: Int = 0, toIndex: Int = size): IntArray

@SinceKotlin("1.3")
public fun ShortArrayOf(element: Short, fromIndex: Int = 0, toIndex: Int = size): ShortArray

@SinceKotlin("1.3")
public fun LongArrayOf(element: Long, fromIndex: Int = 0, toIndex: Int = size): LongArray

@SinceKotlin("1.3")
public fun FloatArrayOf(element: Float, fromIndex: Int = 0, toIndex: Int = size): FloatArray

@SinceKotlin("1.3")
public fun DoubleArrayOf(element: Double, fromIndex: Int = 0, toIndex: Int = size): DoubleArray

@SinceKotlin("1.3")
public fun BooleanArrayOf(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): BooleanArray

@SinceKotlin("1.3")
public fun CharArrayOf(element: Char, fromIndex: Int = 0, toIndex: Int = size): CharArray

@SinceKotlin("1.3")
public fun IntArrayOf(element: Int, fromIndex: Int = 0, toIndex: Int = size): IntArray

@SinceKotlin("1.3")
public fun ShortArrayOf(element: Short, fromIndex: Int = 0, toIndex: Int = size): ShortArray

@SinceKotlin("1.3")
public fun LongArrayOf(element: Long, fromIndex: Int = 0, toIndex: Int = size): LongArray

@SinceKotlin("1.3")
public fun FloatArrayOf(element: Float, fromIndex: Int = 0, toIndex: Int = size): FloatArray

@SinceKotlin("1.3")
public fun DoubleArrayOf(element: Double, fromIndex: Int = 0, toIndex: Int = size): DoubleArray

@SinceKotlin("1.3")
public fun BooleanArrayOf(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): BooleanArray

@SinceKotlin("1.3")
public fun CharArrayOf(element: Char, fromIndex: Int = 0, toIndex: Int = size): CharArray
this array by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is
greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size):
Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size):
Unit

/**
 * Returns the range of valid indices for the array.
 */
public val <T> Array<out T>.indices:
IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}
ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given Byte.
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given Short.
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given Int.
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given Long.
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given Float.
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given Double.
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

println("Open Source Used In DNAC Platform Antelope 9149")
original array and then the given [element].

*public expect operator fun CharArray.plus(element: Char):
  CharArray
  * Returns an array containing all elements of the original array and then all elements of the
given [elements] collection.

*public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun CharArray.plus(elements: Collection<Character>): CharArray
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun <T> Array<T>.plusElement(element: T):
  Array<T>
  * Sorts the array in-place.

*public expect operator fun IntArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun LongArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ByteArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ShortArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun DoubleArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun FloatArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun DoubleArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun BooleanArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun CharArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun <T> Array<T>.plusElement(element: T):
  Array<T>
  * Sorts the array in-place.

*public expect operator fun IntArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun LongArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ByteArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ShortArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun DoubleArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun FloatArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun DoubleArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun BooleanArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun CharArray.<T> plus(elements: Collection<T>): Array<T>
  * Returns an array containing all elements of the
original array and then all elements of the given [elements] collection.

*public expect operator fun <T> Array<T>.plusElement(element: T):
  Array<T>
  * Sorts the array in-place.

*public expect operator fun IntArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun LongArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ByteArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun ShortArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun DoubleArray.sort(): Unit
  * Sorts the array in-place.

*public expect operator fun FloatArray.sort(): Unit
  * Sorts the array in-place.
import 
array in-place.

public fun CharArray.sort(): Unit
* @param fromIndex the start of the range (inclusive) to sort, 0 by default.
* @param toIndex the end of the range (exclusive) to sort, size of this array by default.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
* @sample samples.collections.Arrays.Sorting.sortArrayOfComparable

ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample

samples.collections.Arrays.Sorting.sortRangeOfArray

* @SinceKotlin("1.4")

public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample

samples.collections.Arrays.Sorting.sortRangeOfArray

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample

samples.collections.Arrays.Sorting.sortRangeOfArray

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunLongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunCharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun <T : Comparable<T>> FunCharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunLongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunCharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunCharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @SinceKotlin("1.4")

public fun FunByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
@Throws(IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/
@SinceKotlin("1.4")
public fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentExpection if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Boolean>.toBooleanArray(): BooleanArray {
    return BooleanArray(size) { index -> this[index] }
}

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Byte>.toByteArray(): ByteArray {
    return ByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of Char containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Char>.toCharArray(): CharArray {
    return CharArray(size) { index -> this[index] }
}

/**
 * Returns an array of Double containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Double>.toDoubleArray(): DoubleArray {
    return DoubleArray(size) { index -> this[index] }
}

/**
 * Returns an array of Float containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Float>.toFloatArray(): FloatArray {
    return FloatArray(size) { index -> this[index] }
}

/**
 * Returns an array of Int containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Int>.toIntArray(): IntArray {
    return IntArray(size) { index -> this[index] }
}

/**
 * Returns an array of Long containing all of the elements of this generic array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Long>.tolongArray(): LongArray {
    return LongArray(size) { index -> this[index] }
}

/**
 * Returns an array of Short containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun Array<out Short>.toShortArray(): ShortArray {
    return ShortArray(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun DoubleArray.toTypedArray(): Array<Double>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun FloatArray.toTypedArray(): Array<Float>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun BooleanArray.toTypedArray(): Array<Boolean>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun CharArray.toTypedArray(): Array<Char>

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

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samples.collections.Arrays.Transformations.associateArrayOfPrimitives

public inline fun <K, V>: ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}

public inline fun <K, V>: CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform, * * * )
}
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <T, K

Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, T>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Short>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Int>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Long>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Float>(capacity),
    keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */

public inline fun <K

DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = 
    mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
    keySelector)
    
    return associateByTo(LinkedHashMap<K, Double>(capacity),
    keySelector)
}
sample.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector) } Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> StringArray.associateBy(keySelector: (String) -> K, valueTransform: (String) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
* /public inline fun <K, V> ObjectArray.associateBy(keySelector: (Object) -> K, valueTransform: (Object) -> V): Map<K, V> { val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform) } Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```kotlin
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)"n
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```
two elements would have the same key returned by [keySelector] the last one gets added to the map.

```kotlin
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

public inline fun <K, M : MutableMap<in K, in Any>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this)
        destination.put(keySelector(element), element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array,
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

```
valueTransform(element)\n    }\n    return destination
}\n
/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */

public inline fun <K, V, M : MutableMap<K, in V>> CharArray.associateByTo(destination: M, keySelector: 
(Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M :MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M :MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

public inline fun <K, V, M :MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
map

*\n* \n* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
\n*\n
//public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) ->
Pair<K, V>): M {
*\nfor (element in this) {
*\n\ndestination += transform(element)
*\n}
*\nreturn
*\ndestination
*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith

/*\n* @SinceKotlin("1.4")\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
*\nval result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))\n*\n\nreturn associateWithTo(result, valueSelector)\n*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith

/*\n* @SinceKotlin("1.4")\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
*\nval result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))\n*\n\nreturn associateWithTo(result, valueSelector)\n*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith

/*\n* @SinceKotlin("1.4")\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
*\nval result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))\n*\n\nreturn associateWithTo(result, valueSelector)\n*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith

/*\n* @SinceKotlin("1.4")\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
*\nval result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))\n*\n\nreturn associateWithTo(result, valueSelector)\n*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith

/*\n* @SinceKotlin("1.4")\n*\n@kotlin.internal.InlineOnly\n*\npublic inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
*\nval result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))\n*\n\nreturn associateWithTo(result, valueSelector)\n*\n}

//Returns a [Map] where keys are elements from the given array and values are\n*\nproduced by the [valueSelector] function applied to each element.\n*\n*\nIf any two elements are equal, the last one gets added to the map.\n*\n*\nThe returned map preserves the entry iteration order of the original array.\n*\n*\n@sample samples.collections.Collections.Transformations.associateWith


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```kotlin
/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in K, in V>> Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}
```
Open Source Used In DNAC Platform Antelope 9163

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. If any two elements are equal, the last one overwrites the former value in the map.
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. If any two elements are equal, the last one overwrites the former value in the map.
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array. If any two elements are equal, the last one overwrites the former value in the map.
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Boolean, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>>
LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>>
FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

---

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BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

CharArray.toMutableList(): MutableList<Char> {
    return ArrayList(this.asCollection())
}

IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

IntArray.toMutableList(): MutableList<Int> {
    return ArrayList(this.asCollection())
}

LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

LongArray.toMutableList(): MutableList<Long> {
    return ArrayList(this.asCollection())
}

FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

FloatArray.toMutableList(): MutableList<Float> {
    return ArrayList(this.asCollection())
}

DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

DoubleArray.toMutableList(): MutableList<Double> {
    return ArrayList(this.asCollection())
}

CharArray.toFloatArray(): FloatArray {
    val array = FloatArray(size)
    var i = 0
    while (i < size) {
        array[i] = (this[i] as Char).toFloat()
        i++
    }
    return array
}

CharArray.toShortArray(): ShortArray {
    val array = ShortArray(size)
    var i = 0
    while (i < size) {
        array[i] = (this[i] as Char).toShort()
        i++
    }
    return array
}

CharArray.toString(): String {
    return this.joinToString()
array

```kotlin
fun LongArray.toMutableList(): MutableList<Long> { val list = ArrayList<Long>(size) for (item in this) list.add(item) return list } /* Returns a new [MutableList] filled with all elements of this array. */

```
list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R>`
  * `return flatMapTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R>`
  * `return flatMapIndexedTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

* `ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R>`
  * `return flatMapIndexedTo(ArrayList<R>(), transform)`: Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from
 * results of [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given
 * destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
```
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element * and its index in the original array, to the given [destination].
 */
results of [transform] function being invoked on each element\n and its index in the original array, to the given [destination].\n
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n and its index in the original array, to the given [destination].\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C :MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n of original array, to the given [destination].\n */
public inline fun <R, C :MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
```
element of original array, to the given [destination].

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnValue
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}
```

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Open Source Used In DNAC Platform Antelope 9170
BooleanArray.groupby(keySelector: (Boolean) -> K): Map<K, List<Boolean>>

```java
:return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
```

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

---

CharArray.groupby(keySelector: (Char) -> K): Map<K, List<Char>>

```java
:return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
```

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

---

ByteArray.groupby(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>

```java
:return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

---

IntArray.groupby(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

```java
:return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.

---

LongArray.groupby(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

```java
:return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
```

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original array.
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element

and returns a map where each group key is associated with a list of corresponding values.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element

and returns a map where each group key is associated with a list of corresponding values.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> ShortArray.groupByTo(destination: M): M

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.

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The returned map preserves the entry iteration order of the keys produced from the original array.

samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V> IntArray.groupByTo(destination: M): M

Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original array.
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    return The [destination] map.
}

public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    return The [destination] map.
}

public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    return The [destination] map.
}

public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    return The [destination] map.
}

public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    return The [destination] map.
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding elements.
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    return The [destination] map.
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    return The [destination] map.
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    return The [destination] map.
}
(Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array* by the key returned by the given [keySelector] function applied to the element*
 * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.*
 */
@Sample
fun <K, V, M : MutableMap<K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations* using the specified [keySelector] function to extract a key from each element.*
 * @since 1.0.*
 */
@SinceKotlin("1.1")
fun <T, K>
Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> { 
    override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
    override fun keyOf(element: T): K = keySelector(element)
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> { 
    return mapTo(ArrayList<R>(size), transform)\n    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> { 
    return mapIndexedTo(ArrayList<R>(size), transform)\n    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Array<out T>.mapIndexedTo(transform: (index: Int, T) -> R): List<R> { 
    return mapIndexedTo(ArrayList<R>(size), transform)\n    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Array<out T>.mapIndexedTo(transform: (index: Int, T) -> R): List<R> { 
    return mapIndexedTo(ArrayList<R>(size), transform)\n    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}
function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing only the non-null results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given \[transform\] function to each element and its index in the original array\n * and appends only the non-null results to the given \[destination\].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedNotNullTo(destination: C, transform: (index: Int, Byte) -> R): C {
    forEachIndexed { index, item -> transform(index, item)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given \[transform\] function to each element and its index in the original array\n * and appends only the non-null results to the given \[destination\].\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedNotNullTo(destination: C, transform: (index: Int, Short) -> R): C {
    forEachIndexed { index, item -> transform(index, item)?.let { destination.add(it) } }
    return destination
}

/**
 * Returns a list containing the results of applying the given \[transform\] function\n * to each element and its index in the original array.\n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
public inline fun <R, C : MutableCollection<in R>>
IntArray.mapIndexedTo(destination: C, transform: (index: Int, item) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, item: T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and returns the result
 * to the given [destination].
 * 
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * 
 * @return the given [destination] with the transformed elements.
 */
public inline fun <R, C : MutableCollection<R>>
    ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
MutableCollection<R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C

    for (item in this)
        destination.add(transform(item))
    return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C

    for (item in this)
        destination.add(transform(item))
    return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C

    for (item in this)
        destination.add(transform(item))
    return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C

    for (item in this)
        destination.add(transform(item))
    return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C

    for (item in this)
        destination.add(transform(item))
    return destination

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>>

    return IndexingIterable { iterator() }

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>>

    return IndexingIterable { iterator() }

/**
 * Returns a list containing only distinct elements from the given array.
 * Among equal elements of the given array, only the first one will be present in the resulting list.
 */
public fun <T> Array<out T>.distinct(): List<T>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ByteArray.distinct(): List<Byte>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinct(): List<Int>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double>

    return this.toMutableSet().toList()

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean>

    return this.toMutableSet().toList()
ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

.ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}
fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List[Double] {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they
 * were in the source array.
 */
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
order of the original array.

* Returns a set containing all elements that are contained at least in one of these collections use [union].

\*\public infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {
\{\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n\}
\*\public infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
\{\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n\}
\*\public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
\{\n    val set = this.toMutableSet()\n    set.retainAll(other)\n    return set\n\}

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* Returns a set containing all elements that are contained by both this array and specified collection.

* \* \* Returns a set containing all elements that are contained by both this array and the specified collection.

* \* \* \* Returns a set containing all elements that are contained by both this array and the specified collection.

* \* To get a set containing all elements that are contained at least in one of these collections use [union].

* To get a set containing all elements that are contained at least in one of these collections use [union].

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* \* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* To get a set containing all elements that are contained at least in one of these collections use [union].

* To get a set containing all elements that are contained at least in one of these collections use [union].

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* \* \* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* \* To get a set containing all elements that are contained at least in one of these collections use [union].

* To get a set containing all elements that are contained at least in one of these collections use [union].
preserves the element iteration order of the original array.

```kotlin
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array.
 * Those elements of the [other] collection that are unique are iterated in the end
 * in the order of the [other] collection.
 * To get a set containing all elements that are contained in both collections use
 * [intersect].
 */
public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

public fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

public fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

public fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

public fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
public fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```
unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect]. */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect]. */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect]. */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end * in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect]. */
public infix fun CharArray.union(other: Iterable<Character>): Set<Character> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
samples.collections.Collections.Aggregates.any

//public fun IntArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

//public fun LongArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

//public fun FloatArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

//public fun DoubleArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

//public fun BooleanArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

//public fun CharArray.any(): Boolean {
\nreturn 
!isEmpty() \n* Returns `true` if array has at least one element.\n* \n* @sample 
samples.collections.Collections.Aggregates.any

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if array has at least one element.
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return 
!isEmpty()
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample 
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return 
false
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline 
fun <T> Array<out T>.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return 
size
}

/** 
 * Returns the 
number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return 
size
}

/** 
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return 
size
}
public inline fun BooleanArray.count(): Int { var count = 0

    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun CharArray.count(): Int {
    return size
}

public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

public inline fun ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

public inline fun <R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\n
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\n
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* /\n
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
calculates the next accumulator value.

```java
@public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Accumulator) -> R): R {
    var index = 0
    var accumulator = initial
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <T> foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    for (element in this)
        accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right in * to current accumulator value and each element with its index in the original array.

```java
@public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R
```
```kotlin
// Example Kotlin function to demonstrate foldRightIndexed

fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [initial] value if the array is empty.
 * @return
 */
public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

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for (element in this) action(element) * Performs the given [action] on each element.

/*
public inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (element in this) action(element) * Performs the given [action] on each element.
}*/

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun BooleanArray.forEachIndexed(action: (Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun CharArray.forEachIndexed(action: (Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}
null" if there are no elements.

```kotlin
@Sample
public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double? {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxE
Double): Double

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun IntArray.maxOf(selector: (Int) -> Int): Int

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun LongArray.maxOf(selector: (Long) -> Long): Long

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ByteArray.maxOf(selector: (Byte) -> Byte): Byte

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun CharArray.maxOf(selector: (Char) -> Char): Char

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ShortArray.maxOf(selector: (Short) -> Short): Short

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun IntArray.maxOf(selector: (Int) -> Int): Int

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ByteArray.maxOf(selector: (Byte) -> Byte): Byte

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun CharArray.maxOf(selector: (Char) -> Char): Char

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ShortArray.maxOf(selector: (Short) -> Short): Short

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun IntArray.maxOf(selector: (Int) -> Int): Int

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ByteArray.maxOf(selector: (Byte) -> Byte): Byte

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun CharArray.maxOf(selector: (Char) -> Char): Char

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ShortArray.maxOf(selector: (Short) -> Short): Short

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun IntArray.maxOf(selector: (Int) -> Int): Int

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ByteArray.maxOf(selector: (Byte) -> Byte): Byte

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun CharArray.maxOf(selector: (Char) -> Char): Char

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ShortArray.maxOf(selector: (Short) -> Short): Short

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun IntArray.maxOf(selector: (Int) -> Int): Int

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
    ByLambdaReturnType@n@kotlin.internal.InlineOnly\n    public inline fun ByteArray.maxOf(selector: (Byte) -> Byte): Byte

    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
        return maxValue
    }

    *@SinceKotlin("1.4")*@ OptIn(kotlin.experimental.ExperimentalTypeInference::class)*@OverloadResolution*
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
By LambdaReturnType

valArray.maxOf(selector: (Int) -> R): R

LongArray.maxOf(selector: (Long) -> R): R

FloatArray.maxOf(selector: (Float) -> R): R

DoubleArray.maxOf(selector: (Double) -> R): R

CharArray.maxOf(selector: (Char) -> R): R

Array<out T>.maxOfOrNull(selector: (T) -> Double): Double?

If any of values produced by [selector] function are `NaN`, the returned result is `NaN`.

*If any of values produced by [selector] function is `NaN`*, the returned result is `NaN`.

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```kotlin
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```
is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double?): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float?): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

* `NaN` * `NaN` * `NaN` * `NaN` *

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if there are no elements.\n
If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

*\n
/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
 * If any of values produced by [selector] function\n * is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
 * If any of values produced by [selector] function\n * is `NaN`, the returned result is `NaN`.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}

*\n
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LongArray.maxOfOrNull(selector: (Long) -> R): R? {  
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (maxValue < v) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.maxOfOrNull(selector: (Float) -> R): R? {  
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (maxValue < v) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {  
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (maxValue < v) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {  
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (maxValue < v) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharArray.maxOfOrNull(selector: (Char) -> R): R? {  
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (maxValue < v) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {  
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {  
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the array or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {  
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {  
            maxValue = v
        }  
    }  
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {  
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {  
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {  
            maxValue = v
        }  
    }  
    return maxValue
}
(comparator.compare(maxValue, v) < 0) \{ 
    maxVal = v
    } 
} return maxVal

* Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType<
    kotlin.internal.InlineOnly
    >

fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 * @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType<
    kotlin.internal.InlineOnly
    >

fun <R> LongArray.maxOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 * @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType<
    kotlin.internal.InlineOnly
    >

fun <R> FloatArray.maxOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 * @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType<
    kotlin.internal.InlineOnly
    >

fun <R> DoubleArray.maxOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 * @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType<
    kotlin.internal.InlineOnly
    >

fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    ...
var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
    DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
        if (isEmpty()) return null
        var maxValue = selector(this[0])
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (comparator.compare(maxValue, v) < 0) {
                maxValue = v
            }
        }
        return maxValue
    }
BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? { if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    } return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    } return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Double>.maxOrNull(): Double? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxOrNull(): Char? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplacedWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplacedWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? { if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    } return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplacedWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.maxWith(comparator: Comparator<Short>): Short? { if (isEmpty()) return null
}
maxWithOrNull(comparator):\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
IntArray.maxWith(comparator: Comparator<in Int>): Int? {\n  return
maxWithOrNull(comparator)\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
LongArray.maxWith(comparator: Comparator<in Long>): Long? {\n  return
maxWithOrNull(comparator)\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
FloatArray.maxWith(comparator: Comparator<in Float>): Float? {\n  return
maxWithOrNull(comparator)\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {\n  return
maxWithOrNull(comparator)\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n  return
maxWithOrNull(comparator)\n\n@Deprecated("Use maxWithOrNull instead.",\nReplacementWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun
CharArray.maxWith(comparator: Comparator<in Char>): Char? {\n  return
maxWithOrNull(comparator)\n\n/**\n * Returns the first element having the largest value according to the
 * provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n  if (isEmpty()) return null\n  var max = this[0]\n  for (i in 1..lastIndex) {\n    val e = this[i]\n    if (comparator.compare(max, e) < 0) max = e\n  }\n  return max
*/
Boolean? { 
    if (isEmpty()) return null 
    var max = this[0] 
    for (i in 1..lastIndex) { 
        val e = this[i] 
        if (comparator.compare(max, e) < 0) max = e 
    } 
    return max 
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null 
    var max = this[0] 
    for (i in 1..lastIndex) { 
        val e = this[i] 
        if (comparator.compare(max, e) < 0) max = e 
    } 
    return max 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.min(): Byte? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.min(): Short? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.min(): Int? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.min(): Long? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.min(): Float? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.min(): Double? {
    return minOrNull() 
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.min(): Char? {
    return minOrNull() 
}
Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    val minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minElem = this[i]
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    val minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minElem = this[i]
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Int): Int {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Long): Long {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun CharArray.minOf(selector: (Char) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <T> Array<out T>.minOf(selector: (T) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}
`NaN`.

* @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun LongArray.minOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throw

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throw

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun CharArray.minOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throw

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
**\@LambdaReturnType\@InlineOnly\)**

public inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchFieldException()
    var minValue = selector(this[0])
    for (i in 1..<lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
array is empty.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.minOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.minOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.minOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> DoubleArray.minOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> BooleanArray.minOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
produced by [selector] function

NoSuchElementException if the array is empty.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun <R : Comparable<R>>
CharArray.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun ShortArray.minOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun IntArray.minOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun LongArray.minOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly

public inline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
the smallest value among all values produced by [selector] function

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {

val v = selector(this[i])

minValue = minOf(minValue, v)

return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
shortArray.minOfOrNull(selector: (Short) -> R): R?

```
\nminValue = v
for (i in 1..lastIndex) { 
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}
return minValue
```

public fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
 * @return \n * Returns the smallest value among all values produced
 * by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
 * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public fun <T : Comparable<T>> Array<T>.minOfWith(comparator: Comparator<T>, selector: (T) -> T): T {
    if (isEmpty()) throw
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
NoSuchElementException()
    val minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.minOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
ByLambdaReturnType

@kotlin.internal.InlineOnly

public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array. If there are no elements, returns `null`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator][n] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
FloatArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Float) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) { \n            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

DoubleArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Double) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) { \n            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

CharArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Char) -> R): R? { \n    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { \n        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) { \n            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Array<out Double>.minOrNull(): Double? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Array<out Float>.minOrNull(): Float? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Array<out T : Comparable<T>>.minOrNull(): T? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}

ByteArray.minOrNull(): Byte? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}

ShortArray.minOrNull(): Short? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}

IntArray.minOrNull(): Int? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}

LongArray.minOrNull(): Long? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}

FloatArray.minOrNull(): Float? { \n    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) { \n        val e = this[i]
        if (min > e) min = e
    }
    return min
}
Returns the smallest element or `null` if there are no elements.

`@SinceKotlin("1.4")` public fun minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.\n", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.\n", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.\n", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
isNotEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
    val e = this[i]
    if (comparator.compare(min, e) > 0) min = e
}
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <T> Array<out T>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
Returns `true` if no elements match the given [predicate].

```kotlin
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }
}
```

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit, context: Any): Array<out T> {
    return apply { for (element in this) action(element, context) }
}
```
accumulator.value
\n* \n* @sample samples.collections.Collections.Aggregates.reduce
\n*\n/unpublic inline fun

ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}

IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}

LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty()) throw
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        return accumulator
    }
}
accumulator.value.* @sample samples.collections.Collections.Aggregates.reduce

//public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
  if (isEmpty()) throw
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

//Accumulates value starting with the first element and applying [operation] from left to right
//to current accumulator value and each element.
//Throws an exception if this array is empty. If the array can be empty in an expected way,
//please use [reduceOrNullable] instead. It returns `null` when its receiver is empty.
//@param [operation] function that takes current accumulator value and an element,
//and calculates the next accumulator value.
//* @sample samples.Collections.Aggregates.reduce

//public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
  if (isEmpty()) throw
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

//Accumulates value starting with the first element and applying [operation] from left to right
//to current accumulator value and each element with its index in the original array.
//Throws an exception if this array is empty. If the array can be empty in an expected way,
//please use [reduceIndexedOrNullable] instead. It returns `null` when its receiver is empty.
//@param [operation] function that takes the index of an element, current accumulator value and
//the element itself,
//and calculates the next accumulator value.
//@sample samples.collections.Collections.Aggregates.reduce

//public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
  if (isEmpty()) throw
  var accumulator: S = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

//Accumulates value starting with the first element and applying [operation] from left to right
//to current accumulator value and each element with its index in the original array.
//Throws an exception if this array is empty. If the array can be empty in an expected way,
//please use [reduceIndexedOrNullable] instead. It returns `null` when its receiver is empty.
//@param [operation] function that takes the index of an element, current accumulator value and
//the element itself,
//and calculates the next accumulator value.
//@sample samples.collections.Collections.Aggregates.reduce

//public inline fun Array<Byte>.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
  if (isEmpty()) throw
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

//Accumulates value starting with the first element and applying [operation] from left to right
//to current accumulator value and each element with its index in the original array.
//Throws an exception if this array is empty. If the array can be empty in an expected way,
//please use [reduceIndexedOrNullable] instead. It returns `null` when its receiver is empty.
//@param [operation] function that takes the index of an element, current accumulator value and
//the element itself,
//and calculates the next accumulator value.
//@sample samples.collections.Collections.Aggregates.reduce

//public inline fun Array<Int>.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
  if (isEmpty()) throw
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

//Accumulates value starting with the first element and applying [operation] from left to right
//to current accumulator value and each element with its index in the original array.
//Throws an exception if this array is empty. If the array can be empty in an expected way,
//please use [reduceIndexedOrNullable] instead. It returns `null` when its receiver is empty.
//@param [operation] function that takes the index of an element, current accumulator value and
//the element itself,
//and calculates the next accumulator value.
//@sample samples.collections.Collections.Aggregates.reduce
Accumulates value starting with the first element and applying [operation] from left to right. 

- **LongArray**:
  ```kotlin
      if (isEmpty())
          throw UnsupportedOperationException("Empty array can't be reduced.")
      var accumulator = this[0]
      for (index in 1..lastIndex) {
          accumulator = operation(index, accumulator, this[index])
      }
      return accumulator
  }
  ```

- **FloatArray**:
  ```kotlin
  public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
      if (isEmpty())
          throw UnsupportedOperationException("Empty array can't be reduced.")
      var accumulator = this[0]
      for (index in 1..lastIndex) {
          accumulator = operation(index, accumulator, this[index])
      }
      return accumulator
  }
  ```

- **DoubleArray**:
  ```kotlin
  public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
      if (isEmpty())
          throw UnsupportedOperationException("Empty array can't be reduced.")
      var accumulator = this[0]
      for (index in 1..lastIndex) {
          accumulator = operation(index, accumulator, this[index])
      }
      return accumulator
  }
  ```

- **BooleanArray**:
  ```kotlin
  public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
      if (isEmpty())
          throw UnsupportedOperationException("Empty array can't be reduced.")
      var accumulator = this[0]
      for (index in 1..lastIndex) {
          accumulator = operation(index, accumulator, this[index])
      }
      return accumulator
  }
  ```

- **CharArray**:
  ```kotlin
  public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
      if (isEmpty())
          throw UnsupportedOperationException("Empty array can't be reduced.")
      var accumulator = this[0]
      for (index in 1..lastIndex) {
          accumulator = operation(index, accumulator, this[index])
      }
      return accumulator
  }
  ```

These functions accumulate values starting with the first element and applying the specified operation from left to right, accumulating the result for each element and its index in the original array. If the array is empty, they throw an exception. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead when the index of an element, current accumulator value, and the element itself are not available. The functions return `null` when the array is empty.
value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0] for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/*
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, \( n \) * and calculates the next accumulator value, \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.4\") */

public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun CharArray.reduceOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int?): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
---

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null`
 * when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

---

Open Source Used In DNAC Platform Antelope 9227
throw UnsupportedOperationException("Empty array can't be reduced.");
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(accumulator, get(index--))
} return accumulator

Accumulates value starting with the last element and applying [operation] from right to left and current accumulator value.

Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.

and calculates the next accumulator value.

@example

Open Source Used In DNAC Platform Antelope 9228
and calculates the next accumulator value.

```kotlin
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

And calculates the next accumulator value starting with the last element and applying [operation] from right to left.

```kotlin
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left.

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left.

```kotlin
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```
Open Source Used In DNAC Platform Antelope

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and
 * current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

---

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value, * and calculates the next accumulator value.

```kotlin
samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
```

public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value.

* @param value

Retruns `null` if the array is empty.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNullPointerException
```

public inline fun ByteArray.reduceRightIndexedOrNullPointerException(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

* Returns `null` if the array is empty.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNull
```

public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

* @param value

```

Accumulates value starting with the last element and applying [operation] from right to left on each element with its index in the original array and current accumulator value.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNullPointerException
```

public inline fun IntArray.reduceRightIndexedOrNullPointerException(operation: (index: Int, Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

* Returns `null` if the array is empty.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNull
```

    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

* Returns `null` if the array is empty.

```kotlin
samples.collections.Collections.Aggregates.reduceRightOrNullPointerException
```

public inline fun Open Source Used In DNAC Platform Antelope 9231

public inline fun
* and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceRightIndexedOrNull(operation: (index: Int, Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value.
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value.
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value.
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value.
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value.
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4").@WasExperimental(ExperimentalStdlibApi::class)public inline fun
BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, acc)
    }
    return accumulator
}
samples.collections.Collections.Aggregates.reduceRightOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun

CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    return null
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right* to each element and current
 * accumulation value that starts with [initial] value.* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Calculates the next accumulator value;\n * @param samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n        return result\n    }\n    return null
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right* to each element and current
 * accumulation value that starts with [initial] value.* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Calculates the next accumulator value;\n * @param samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n        return result\n    }\n    return null
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right* to each element and current
 * accumulation value that starts with [initial] value.* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Calculates the next accumulator value;\n * @param samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n        return result\n    }\n    return null
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right* to each element and current
 * accumulation value that starts with [initial] value.* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Calculates the next accumulator value;\n * @param samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.runningFold(initial: R, operation: (acc: R, Int) -> R): List<R> {\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n        return result\n    }\n    return null
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right* to each element and current
 * accumulation value that starts with [initial] value.* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.*\n * Calculates the next accumulator value;\n * @param samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.runningFold(initial: R, operation: (acc: R, Long) -> R): List<R> {\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n        return result\n    }\n    return null
}

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+ 1).apply { add(initial) }\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n} \n
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.runningFoldIndexed(initial: T, operation: (index: Int, acc: T, T) -> T): List<T> {\n    \n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<T>(size + 1).apply { add(initial) }\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}
values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. The function takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial

    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial

    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial

    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial

    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
```
for (index in indices) {
    accumulator = operation(index, accumulator, this[index])
}

result.add(accumulator)
return result

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningFold

*\* @SinceKotlin("1.4")

DoubleArray.runningFoldIndexed(initial: R, operation: (Int, acc: Double, Double) -> R): List<Double> {
    if (isEmpty()) return listOf(initial).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningFold

*\* @SinceKotlin("1.4")

BooleanArray.runningFoldIndexed(initial: R, operation: (Int, acc: Boolean, Boolean) -> R): List<Boolean> {
    if (isEmpty()) return listOf(initial).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningFold

*\* @SinceKotlin("1.4")

CharArray.runningFoldIndexed(initial: R, operation: (Int, acc: Char, Char) -> R): List<Char> {
    if (isEmpty()) return listOf(initial).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

ByteArray.runningReduce(operation: (Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

ShortArray.runningReduce(operation: (Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

IntArray.runningReduce(operation: (Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

LongArray.runningReduce(operation: (Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

CharArray.runningReduce(operation: (Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

ByteArray.runningReduce(operation: (Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

ShortArray.runningReduce(operation: (Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

IntArray.runningReduce(operation: (Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\* @sample samples.collections.Aggregates.runningReduce

*\* @SinceKotlin("1.4")

LongArray.runningReduce(operation: (Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

*\* Note that ‘acc‘ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*\* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
operation(accumulator, this[index])
    result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4.1")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each
 * element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator
 * value.
 * @sample sample.samples.collections.Collections.Aggregates.runningReduce
 * @SinceKotlin("1.4")
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each
 * element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates
 * the next accumulator value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @sample sample.samples.collections.Collections.Aggregates.runningReduceIndexed
 * @SinceKotlin("1.4")
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator: Char = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each
 * element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates
 * the next accumulator value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @sample sample.samples.collections.Collections.Aggregates.runningReduceIndexed
 * @SinceKotlin("1.4")
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each
 * element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates
 * the next accumulator value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @sample sample.samples.collections.Collections.Aggregates.runningReduceIndexed
 * @SinceKotlin("1.4")
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each
 * element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates
 * the next accumulator value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect
 * the previous value in resulting list.
 * @sample sample.samples.collections.Collections.Aggregates.runningReduceIndexed
 * @SinceKotlin("1.4")
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
takes the index of an element, current accumulator value, * and the element itself, and calculates the next accumulator value. *\n * *\n * @sample samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply {
        add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *\n * * @param [operation] function that takes the index of an element, current accumulator value, * and the element itself, and calculates the next accumulator value. *\n * * * @sample samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *\n * * @param [operation] function that takes the index of an element, current accumulator value, * and the element itself, and calculates the next accumulator value. *\n * * * @sample samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *\n * * @param [operation] function that takes the index of an element, current accumulator value, * and the element itself, and calculates the next accumulator value. *\n * * * @sample samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *\n * * @param [operation] function that takes the index of an element, current accumulator value, * and the element itself, and calculates the next accumulator value. *\n * * * @sample samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R>
Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan
*

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return
runningFold(initial, operation)\n\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

```
runningFoldIndexed(initial, operation)\n\n/**
 * Returns a list containing successive accumulation values
 generated by applying [operation] from left to right for each element, its index in the original array and current
 accumulation value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
 not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
 * function that takes the index of an element, current accumulator value and the element itself, and calculates
 the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values
 generated by applying [operation] from left to right for each element, its index in the original array and current
 accumulation value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
 not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
 * function that takes the index of an element, current accumulator value and the element itself, and calculates
 the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values
 generated by applying [operation] from left to right for each element, its index in the original array and current
 accumulation value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
 not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
 * function that takes the index of an element, current accumulator value and the element itself, and calculates
 the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values
 generated by applying [operation] from left to right for each element, its index in the original array and current
 accumulation value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
 not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
 * function that takes the index of an element, current accumulator value and the element itself, and calculates
 the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values
 generated by applying [operation] from left to right for each element, its index in the original array and current
 accumulation value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should
 not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation]
 * function that takes the index of an element, current accumulator value and the element itself, and calculates
 the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {\n    return runningReduce(operation)\n}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {\n    return
return runningReduceIndexed(operation)@n}@n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)")", level =
DeprecationLevel.ERROR}@n]@SinceKotlin("1.3")}@n]@ExperimentalStdlibApi}@n]@kotlin.internal.InlineOnly}unpublished inline fun FloatArray.scanReduceIndexed(operation: (Int, acc: Float, Float) -> Float): List<Float> {
    \n return runningReduceIndexed(operation)@n}@n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)")", level =
DeprecationLevel.ERROR}@n]@SinceKotlin("1.3")}@n]@ExperimentalStdlibApi}@n]@kotlin.internal.InlineOnly}unpublished inline fun DoubleArray.scanReduceIndexed(operation: (Int, acc: Double, Double) -> Double): List<Double> {
    \n return runningReduceIndexed(operation)@n}@n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)")", level =
DeprecationLevel.ERROR}@n]@SinceKotlin("1.3")}@n]@ExperimentalStdlibApi}@n]@kotlin.internal.InlineOnly}unpublished inline fun BooleanArray.scanReduceIndexed(operation: (Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    \n return runningReduceIndexed(operation)@n}@n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)")", level =
DeprecationLevel.ERROR}@n]@SinceKotlin("1.3")}@n]@ExperimentalStdlibApi}@n]@kotlin.internal.InlineOnly}unpublished inline fun CharArray.scanReduceIndexed(operation: (Int, acc: Char, Char) -> Char): List<Char> {
    \n return runningReduceIndexed(operation)@n}@n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)")", level =
DeprecationLevel.ERROR}@n]@SinceKotlin("1.3")}@n]@ExperimentalStdlibApi}@n]@kotlin.internal.InlineOnly}unpublished inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
element in the array.

*\public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\n\n\n\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\n\n\n\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\n\n\n\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\n\n\n\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\n\n\n\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
function applied to each element in the array.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
ByteArray.sumOf(selector: (Byte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
ShortArray.sumOf(selector: (Short) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
BooleanArray.sumOf(selector: (Boolean) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
BooleanArray.sumOf(selector: (Boolean) -> Long): Long { return sum

  for (element in this) { sum += selector(element) } return sum }
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal
.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

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0.toULong() for (element in this) {\n    sum += selector(element)\n} return sum\n/**\n * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentExce
 @ Suppress("UNCHECKED_CAST")\n} return this as Array<T>\n
/**\n * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException]\nif there are any null elements.\n */\npublic fun <T : Any> Array<Array<T?>>.requireNoNulls(): Array<Array<T>> {\n    for (element in this) {\n        if (element == null) {\n            throw IllegalArgumentExce
    @ Suppress("UNCHECKED_CAST")\n} return this as Array<T>\n
/**\n * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException]\nif there are any null elements.\n */\npublic fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {\n    for (element in this) {\n        if (element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n    }\n}

/**\n * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException]\nif there are any null elements.\n */\npublic fun <T : Any> Array<T>.requireNoNulls(): Array<T> {\n    for (element in this) {\n        if (element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n    }\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> Array<T?>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {\n    val first = ArrayList<Byte>()\n    val second = ArrayList<Byte>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {\n    val first = ArrayList<Short>()\n    val second = ArrayList<Short>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {\n    val first = ArrayList<Int>()\n    val second = ArrayList<Int>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {\n    val first = ArrayList<Long>()\n    val second = ArrayList<Long>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {\n    val first = ArrayList<Float>()\n    val second = ArrayList<Float>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**\n * Splits the original array into pair of lists,\n */\npublic inline fun <T : Any> DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {\n    val first = ArrayList<Double>()\n    val second = ArrayList<Double>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}
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```kotlin
BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Character>()
    val second = ArrayList<Character>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

- `List<Pair<Int, R>>` for Int
- `List<Pair<Double, R>>` for Double
- `List<Pair<Float, R>>` for Float
- `List<Pair<Short, R>>` for Short
- `List<Pair<Byte, R>>` for Byte
- `List<Pair<Char, R>>` for Char

These functions split an array into two lists based on a given predicate function. The first list contains elements for which the predicate returns `true`, and the second list contains elements for which the predicate returns `false`. The returned lists have the same index in the original array that was passed to the function.
list

\* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
\*/
public inline fun <R, V> ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

\*/
public inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
samples.collections.Iterables.Operations.zipIterable

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <T, R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
list

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* \/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* \/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
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* \/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
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 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
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 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
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* \/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* \/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
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 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
samples.collections.Iterables.Operations.zipIterable

public infix fun IntArray.zip(other: IntArray):
    List<Pair<Int, Int>> {
        return zip(other) { t1, t2 -> t1 to t2 }
    }

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun LongArray.zip(other: LongArray):
    List<Pair<Long, Long>> {
        return zip(other) { t1, t2 -> t1 to t2 }
    }

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun CharArray.zip(other: CharArray):
    List<Pair<Char, Char>> {
        return zip(other) { t1, t2 -> t1 to t2 }
    }

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample

samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <V>
DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

DoubleArray.zip(other: DoubleArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

DoubleArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ByteArray.zip(other: ByteArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ShortArray.zip(other: ShortArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ByteArray.zip(other: CharArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

ShortArray.zip(other: ShortArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
def Appendable.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): Appendable {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

def List.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence? = null): Appendable {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
/**
 * Appends the string from all the elements separated using [separator] and using the given 
 * [prefix] and [postfix] if supplied. If the collection could be huge, you can specify a non-negative value of 
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which 
 * defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "\", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."), @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
samples.collections.Collections.Transformations.joinToString

    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}*{ *{ @sample samples.collections.Collections.Transformations.joinToString
}

    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return this.iterator()
}

* {Open Source Used In DNAC Platform Antelope 9260}
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```kotlin
@sample samples.collections.Sequences.Building.sequenceFromArray
public fun ByteArray.asSequence():
    Sequence<Byte> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun ShortArray.asSequence():
    Sequence<Short> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun IntArray.asSequence():
    Sequence<Int> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun LongArray.asSequence():
    Sequence<Long> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun FloatArray.asSequence():
    Sequence<Float> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun DoubleArray.asSequence():
    Sequence<Double> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun BooleanArray.asSequence():
    Sequence<Boolean> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@sample samples.collections.Sequences.Building.sequenceFromArray
public fun CharArray.asSequence():
    Sequence<Char> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }
    }

@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```
elements in the array.
*/

public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun LongArray.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Random.random(): Random {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun MutableList.random(): MutableList {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun List.random(): List {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Set.random(): Set {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array.random(): Array {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Any>.random(): Any {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Byte>.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Short>.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Int>.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Long>.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Float>.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun Array<out Double>.random(): Double {
    return random(Random)
}
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the
 * specified source of randomness, or `null` if this range is empty.
 */
public fun LongRange.random(random: Random): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the
 * specified source of randomness, or `null` if this range is empty.
 */
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this
 * range is empty.
 */
public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
public inline fun CharRange.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns `true` if this range contains the specified
 * [element].
 * Always returns `false` if the [element] is `null`.
 */
public operator fun IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains
 * the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
public operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains
 * the specified [element].
 * Always returns `false` if the [element] is `null`.
 */
public operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
public fun IntRange.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
public fun LongRange.contains(value: Long): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
public fun CharRange.contains(value: Byte): Boolean {
    return contains(value.toChar())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
public fun ShortRange.contains(value: Byte): Boolean {
    return contains(value.toShort())
}
and floating point arguments has ambiguous semantics and is going to be removed.

```kotlin
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.

@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}
```

---

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val kotlin.jvm.JvmName("shortRangeContains") operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toFloatExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("doubleRangeContains") operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return value.toDoubleExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("longRangeContains") operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return value.toLongExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("byteRangeContains") operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("doubleRangeContains") operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return value.toDoubleExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toFloatExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("intRangeContains") operator fun ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toLongExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("byteRangeContains") operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("doubleRangeContains") operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return value.toDoubleExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toFloatExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("intRangeContains") operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return value.toIntExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("byteRangeContains") operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("doubleRangeContains") operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return value.toDoubleExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
    return value.toFloatExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("intRangeContains") operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return value.toIntExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
val kotlin.jvm.JvmName("byteRangeContains") operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }" + 
    if (value in startValue to endValue) {
        + "true"
    } else {
        + "false"
    }
}
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3!", errorSince = "1.4")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Byte.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Short.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Char.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
public infix fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1)
}
than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

* If the [to] value is greater than `this` value the returned progression is empty.

* If the [to] value is greater than `this` value the returned progression is empty.

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* If the [to] value is greater than `this` value the returned progression is empty.

* If the [to] value is greater than `this` value the returned progression is empty.
Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())
        this.toInt() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in
        Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toShortExactOrNull(): Short? {
    return if (this in
        Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toInt().toShort() else null
}

internal fun Float.toShortExactOrNull(): Short? {
    return if (this in
        Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toInt().toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Char.until(to: Char): CharRange {
    if (to <= '\u0000')
        return CharRange.EMPTY
    return this .. (to - 1).toChar()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified `to` value.
 * If the `to` value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toLong() - 1).toLong()
1).toLong() \n
\n
Returns a range from this value up to but excluding the specified [to] value :n * \n
* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty: \n
* Anpublic infix fun Byte.until(\n
Short): IntRange \n
\n
* \n
* Returns a range from this value up to but excluding the specified [to] value :n * \n
* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty: \n
* Anpublic infix fun Short.until(\n
Short): IntRange \n
\n
* \n
* Ensures that this value is not less than the specified [minimumValue]:n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeastComparable \n
T.coerceAtLeast(minimumValue: T): T \n
\n
* \n
* Ensures that this value is not less than the specified [minimumValue]:n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeast

Byte \n
\n
* \n
* Ensures that this value is not less than the specified [minimumValue]:n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeast

Long \n
\n
* \n
* Ensures that this value is not less than the specified [minimumValue]:n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeast

Float \n
\n
* \n
* Ensures that this value is not less than the specified [minimumValue]:n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeast

Double \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

Byte \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

Short \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

\n
\n
\n
\n
* Anpublic infix fun Byte.coerceAtMost(maximumValue: Byte): Byte \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

Short.coerceAtMost(maximumValue: Short): Short \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

Float.coerceAtMost(maximumValue: Float): Float \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost

Double.coerceAtMost(maximumValue: Double): Double \n
\n
* \n
* Ensures that this value is not greater than the specified [maximumValue]:n * \n
* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise:n * \n
* @sample samples.comparisons.ComparableOps.coerceAtMost
the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
*\npublic fun Long.coerceAtMost(maximumValue: Long): Long {\n    return if (this > maximumValue) maximumValue else this;\n}\n*\nEnsures that this value is not greater than the specified [maximumValue].\n* \n* @return this value if it’s less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
Float.coerceAtMost(maximumValue: Float): Float {\n    return if (this > maximumValue) maximumValue else this;\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
T.coerceIn(minimumValue: T?, maximumValue: T?): T {\n    if (minimumValue !== null && maximumValue !== null) {\n        if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n        if (this < minimumValue) return minimumValue\n        if (this > maximumValue) return maximumValue\n    } else {\n        if (minimumValue !== null && this < minimumValue) return minimumValue\n        if (maximumValue !== null && this > maximumValue) return maximumValue\n    }\n    return this\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceIn\n
Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceIn\n
Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceIn\n
Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n* \n* @sample samples.comparisons.ComparableOps.coerceIn\n
Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {\n    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n    if (this < minimumValue) return minimumValue\n    if (this > maximumValue) return maximumValue\n    return this\n}\n*\nEnsures that this value lies in the specified range [minimumValue].\n* \n* @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

if (this < minimumValue) return minimumValue

if (this > maximumValue) return maximumValue

return this

* Ensures that this value lies in the specified range [minimumValue,..maximumValue]

* If [maximumValue] is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue]

* @sample samples.comparisons.ComparableOps.coerceIn

public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")

    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue

    return this

* Ensures that this value lies in the specified range [minimumValue,..maximumValue]

* If [maximumValue] is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue]

* @sample samples.comparisons.ComparableOps.coerceIn

public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")

    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue

    return this

* Ensures that this value lies in the specified range [range]

* If this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`

* @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange

public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw
    IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start
        range.endInclusive && !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive
        else -> this
    }

* Ensures that this value lies in the specified range [range]

* If this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`

* @sample samples.comparisons.ComparableOps.coerceInComparable

public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

* Ensures that this value lies in the specified range [range]

* If this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`

* @sample samples.comparisons.ComparableOps.coerceInComparable

public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

* Ensures that this value lies in the specified range [range]

* If this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`

* @sample samples.comparisons.ComparableOps.coerceInComparable

public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

* Ensures that this value lies in the specified range [range]

* If this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`

* @sample samples.comparisons.ComparableOps.coerceInComparable

* A constant holding the minimum value an instance of UByte can have.

@PublishedApi
@ExperimentalUnsignedTypes
@sinceKotlin("1.3")
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val
MIN_VALUE: UByte = UByte(0)  /** A constant holding the maximum value an instance of UByte can have. */

public const val MAX_VALUE: UByte = UByte(-1)  /** The number of bytes used to represent an instance of UByte in a binary form. */

public const val SIZE_BITS: Int = 8  /** The number of bits used to represent an instance of UByte in a binary form. */

public const val SIZE_BYTES: Int = 1  /** The number of bytes used to represent an instance of UByte in a binary form. */

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)

@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: UByte): UByte = UByte(this.data xor other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline fun and(other: UByte): UByte = UByte(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline fun or(other: UByte): UByte = UByte(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline function inv(): UByte = UByte(data.inv())

    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline function rem(other: ULong): ULong = this.toULong().rem(other)
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline function inc(): UByte = UByte(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline function dec(): UByte = UByte(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline function rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Converts this [UByte] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline function toByte(): Byte = data
/** Converts this [UByte] value to [Short]. */
@kotlin.internal.InlineOnly
public inline function toShort(): Short = data.toShort()
/** Converts this [UByte] value to [Int]. */
@kotlin.internal.InlineOnly
public inline function toInt(): Int = data.toInt() and 0xFF
/** Converts this [UByte] value to [UInt]. */
@kotlin.internal.InlineOnly
public inline function toUInt(): UInt = UInt(data.toInt() and 0xFF)
/** Converts this [UByte] value to [UByte]. Otherwise the result is negative. */
@kotlin.internal.InlineOnly
public inline function toUByte(): UByte = UByte(data.inv())
/** The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte` value, whereas the most significant 8 bits are filled with zeros. */
@kotlin.internal.InlineOnly
public inline function toUShort(): UShort = UShort(data.toShort() and 0xFF)
/** The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte` value, whereas the most significant 24 bits are filled with zeros. */
@kotlin.internal.InlineOnly
public inline function toLong(): Long = data.toLong() and 0xFF
/** The least significant 8 bits of the resulting `Bytes` are the same as the bits of this `UByte` value. */
@kotlin.internal.InlineOnly
public inline function toBytes(): Bytes = UBytes(data.toByteArray().toByteArray())
/** The least significant 8 bits of the resulting `Bytes` are the same as the bits of this `UByte` value. */
@kotlin.internal.InlineOnly
public inline function toULong(): ULong = data.toLong() and 0xFF
/** The least significant 8 bits of the resulting `Byte` value has the same binary representation as this `UByte`. Otherwise the result is negative. */
@kotlin.internal.InlineOnly
public inline function toByte(): Byte = UByte(data)
binary representation as this `Byte` value:

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this.toByte())
```

* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Short`. The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this.toByte())
```

* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Int` value. The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this.toByte())
```

* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long` value. The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())
```

---

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this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(minus: UShort): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(minus: UInt): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(minus: ULong): ULong =

    this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(times: UByte): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(times: UShort): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(times: UInt): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(times: ULong): ULong =

    this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: UByte): UInt = this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: UShort): UInt = this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: UInt): UInt = this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: ULong): ULong =

    this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UByte): UInt = this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UShort): UInt = this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UInt): UInt =
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: ULong): ULong =

    this.inc()
    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UInt =

    this.dec()
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UInt =

    this.rangeTo(other)
    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(rangeTo: UInt): UIntRange =

    this.shl(bitCount)
    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(shl: Int): UInt =

    this.shr(bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(shr: Int): UInt =

    this.and(other)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(and: UInt): UInt =

    this.or(other)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(or: UInt): UInt =

    this.xor(other)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(xor: UInt): UInt =

    this.inv()
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UInt =

    this.toByte()
    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte =

    this.toShort()
    /** Converts this [UInt] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short =

    this.toInt()
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int =
*\n * The resulting `Int` value has the same binary representation as this `UInt` value.
 *\n @kotlin.internal.InlineOnly\n public inline fun toInt(): Int = data\n /**\n * Converts this `UInt` value to `Int`.
 *
 * The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value,
 * whereas the most significant 32 bits are filled with zeros.
 */
 @kotlin.internal.InlineOnly\n public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF\n /**\n * Converts this `UInt` value to `Long`.
 *
 * The resulting `Long` value represents the same numerical value as this `UInt` value.
 *\n * If this value is less than or equals to `UInt.MAX_VALUE`, the resulting `Long` value represents
 * the same numerical value as this `UInt` value.
 *\n * The resulting `Double` value is represented by the least significant 8 bits of this `UInt` value.
 */
 @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toDouble().toFloat()\n /**\n * Converts this `UInt` value to `Double`.
 *
 * The resulting `Double` value represents the same numerical value as this `UInt` value.
 */
 @kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = uintToDouble(data)\n
public override fun toString(): String = toLong().toString()
A constant holding the minimum value an instance of UShort can have.

A constant holding the maximum value an instance of UShort can have.

The number of bytes used to represent an instance of UShort in a binary form.

The number of bits used to represent an instance of UShort in a binary form.

Compares this value with the specified value for order.

Compares this value with the specified value for order.

Compares this value with the specified value for order.

Compares this value with the specified value for order.

Compares this value with the specified value for order.

Add the other value to this value.

Add the other value to this value.

Add the other value to this value.

Add the other value to this value.

Subtract the other value from this value.

Subtract the other value from this value.

Subtract the other value from this value.

Subtract the other value from this value.

Multiply this value by the other value.

Multiply this value by the other value.

Multiply this value by the other value.

Multiply this value by the other value.

Divide this value by the other value.

Divide this value by the other value.

Divide this value by the other value.

Divide this value by the other value.

Divide this value by the other value.
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UInt = this.toUInt().div(other)  // Divides this value by the other value.
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UByte = this.toUByte().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UByte = this.toUShort().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UByte = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): UByte = this.toULong().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UByte): UByte = data.toUByte()  // Inverts the bits in this value.
@kotlin.internal.InlineOnly
public inline operator fun inv(): UShort = UShort(data.inv())
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: UShort): UShort = UShort(this.data xor other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: UShort): UShort = UShort(this.data or other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: UShort): UShort = UShort(this.data and other.data)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UShort = UShort(data.toUByte())
/** Returns this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc())
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other)
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): UByte = data.toUByte()
/** Calculates the value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UByte = data.toUByte()
The result of the `Float` value represents the same numerical value as this `UShort`. The most significant 48 bits are filled with zeros.

```kotlin
@kotlin.internal.InlineOnly
public inline fun toULong():
    ULong = ULong(data.toLong() and 0xFFFF)
```

```kotlin
/**
 * Converts this `UShort` value to `Float`. The resulting `Float` value represents the same numerical value as this `UShort`. The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value.
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()
```

```kotlin
/**
 * Converts this `UShort` value to `Double`. The resulting `Double` value represents the same numerical value as this `UShort`. The resulting `UShort` value represents the same binary representation as this `UShort`. If this value is positive, the resulting `UShort` value represents the same numerical value as this `Int`. The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
    this.toInt().toDouble()
```

```kotlin
/**
 * Converts this `Byte` value to `UShort`.
 *
 * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value. whereas the most significant 8 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
```

```kotlin
/**
 * Converts this `Short` value to `UShort`.
 *
 * The resulting `UShort` value has the same binary representation as this `Short` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
```

```kotlin
/**
 * Converts this `Int` value to `UShort`.
 *
 * If this value is positive and less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value represents the same numerical value as this `Int`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUShort(): UShort = UShort(this.toShort())
```

```kotlin
/**
 * Converts this `Long` value to `UShort`.
 *
 * If this value is positive and less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value represents the same numerical value as this `Long`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUShort(): UShort = UShort(this.toShort())
```
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override fun toString(): String = "$first..$last"

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }

/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*
import kotlin.random.Random

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*>
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()
public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each list element sequentially starting from the first one.
 * It should return the value for a list element given its index.
 * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

/**
 * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * @sample samples.collections.Collections.Lists.mutableListFromInitializer
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Builds a new read-only [List] by populating a [MutableList] using the given [builderAction] and returning a read-only
 * list with the same elements. The list passed as a receiver to the [builderAction] is valid only inside that function.
 * Using it outside of the function produces an unspecified behavior.
 * @sample samples.collections.Builders.Lists.buildListSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildListInternal(builderAction)
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E>

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Lists.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if this nullable collection is either null or empty.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()
the empty list otherwise.

    *\@sample samples.collections.Collections.Lists.listOrEmpty

*\@kotlin.internal.InlineOnly\public inline fun \T: List<\T>.orElseempty(): List<\T> = this ?: emptyList()
*\@sample samples.collections.Collections.Collections.emptyList

*\@kotlin.SinceKotlin("1.3")\@kotlin.internal.InlineOnly\public inline fun \C<, \R>: C.ifEmpty(\defaultValue: () -> \R): \R where \C : Collection<*, \R> : \R if (is(Empty()) default(\defaultValue) else this)\@sample samples.collections.Collections.Collections.emptyList

*\@kotlin.SinceKotlin("1.3")\@kotlin.internal.InlineOnly\public inline fun \T: List<\T>.orEmpty(): List<\T> = this ?: emptyList()

*\@kotlin.internal.InlineOnly
public inline fun <\T> List<\T>?.orEmpty(): List<\T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty or the result of calling \[defaultValue\] function if the collection is empty.
 * @sample samples.collections.Collections.Collections.emptyList
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*, R> :
    if (is(Empty()) default(\defaultValue) else this)\@sample samples.collections.Collections.Collections.emptyList

/**
 * Checks if all elements in the specified collection are contained in this collection.\n * Allows to overcome type-safety restriction of \`containsAll\` that requires to pass a collection of type \`Collection<\E>\`.
 * @sample samples.collections.Collections.Collections.emptyList
 */
@Restricts<EXTENSION_SHADOWED_BY_MEMBER>() // false warning, extension takes precedence in some cases\@kotlin.internal.InlineOnly\public inline fun \<\@kotlin.internal.OnlyInputTypes T> Collection<\T>.containsAll\(elements: Collection<\T>: Boolean = this.containsAll\(elements)\)\@sample samples.collections.Collections.Collections.emptyList

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified \[random\] instance as the source of randomness.\n *\@sample samples.collections.Collections.Collections.emptyList
 */
@SinceKotlin("1.3")
public fun <\T> Iterable<\T>.shuffled\(\random: Random\): List<\T> =
toMutableList().apply { shuffle\(\random\) }\@sample samples.collections.Collections.Collections.emptyList

/**
 * Searches this list or its range for the provided \[element\] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,\n * otherwise the result is undefined.\n * If the list contains multiple elements equal to the specified \[element\], there is no guarantee which one will be found.\n * `null` value is considered to be less than any non-null value.\n *\@return the index of the element, if it is contained in the list within the specified range,\n * otherwise, the inverted insertion point `(insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Collections.emptyList
 */
public fun <\T : Comparable<\T>> List<\T?>.binarySearch\(element: \T?, fromIndex: Int = 0, toIndex: Int = size\): Int {
    rangeCheck\(size, fromIndex, toIndex\)
    var low = fromIndex
    var high = toIndex - 1\n    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get\(mid\)
        val cmp = compareValues\(midVal, element\)

        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1) // key not found\@sample samples.collections.Collections.Collections.emptyList

/**
 * Searches this list or its range for the provided \[element\] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the specified \[comparator\],\n * otherwise the result is undefined.\n * If the list contains multiple elements equal to the specified \[element\], there is no guarantee which one will be found.\n * `null` value is considered to be less than any non-null value.\n *\@return the index of the element, if it is contained in the list within the specified range,\n * otherwise, the inverted insertion point `(insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted according to the specified \[comparator\].\n * @sample samples.collections.Collections.Collections.emptyList
 */
public fun <\T> List<\T>.binarySearch\(element: \T, \comparator: Comparator<\in T>, fromIndex: Int = 0, toIndex: Int = size\): Int {
    rangeCheck\(size, fromIndex, toIndex\)
    var low = fromIndex
    var high = toIndex - 1\n    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get\(mid\)
        val cmp = \comparator\(compare\(midVal, element\)\)

        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1) // key not found\@sample samples.collections.Collections.Collections.emptyList

/**
 * Searches this list or its range for an element having the key returned by the specified \[selector\] function equal to the provided \[key\] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements,\n * otherwise the result is undefined.\n * If the list contains multiple elements with the specified \[key\], there is no guarantee which one will be found.\n * `null` value is considered to be less than any non-null value.\n *\@return the index of the element with the
 */
specified [key], if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(-insertion point - 1)`.

* The insertion point is defined as the index at which the element should be inserted; * otherwise, the inverted insertion point `(-insertion point - 1)`.

* The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

* @sample samples.collections.Collections.Lists.binarySearchBy

```kotlin
List<T>.binarySearchBy

```
V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

Returns a new read-only map with the specified contents, given as a list of pairs. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified. The returned map is serializable (JVM).

V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = @sample samples.collections.Maps.Instantiation.mapFromPairs

V> mapOf(): Map<K, V> = emptyMap() Returns an empty read-only map.

V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = mapFromPairs(pairs).apply { putAll(pairs) }

V> mapOf(): Map<K, V> = emptyMap() Returns an empty new [MutableMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified. Entries of the created map are added in the order they were specified. The returned map is serializable (JVM).

V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = LinkedHashMap(mapCapacity(pairs.size)).apply { putAll(pairs) }

V> mapOf(): Map<K, V> = emptyMap() Returns an empty new [HashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified. Entries of the created map are added in the order they were specified. The returned map is serializable (JVM).

V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = LinkedHashMap(mapCapacity(pairs.size)).apply { putAll(pairs) }

V> mapOf(): Map<K, V> = emptyMap() Returns an empty new [LinkedHashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified. Entries of the created map are added in the order they were specified. The returned map is serializable (JVM).

V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = LinkedHashMap(mapCapacity(pairs.size)).apply { putAll(pairs) }

V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {... contract { callInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } }

V> buildMap(): Map<K, V> = emptyMap() Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. If multiple pairs have the same key, The map passed as a receiver to the [builderAction] is valid only inside that function. Entries of the map are iterated in the order they were added by the [builderAction].

V> buildMap(): Map<K, V> = emptyMap() Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. If multiple pairs have the same key, The map passed as a receiver to the [builderAction] is valid only inside that function. Entries of the map are iterated in the order they were added by the [builderAction].

IllegalArgumentException if the given [capacity] is negative.

* @sample samples.collections.Builders.Maps.buildMapSample

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V>
    buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildMapInternal(capacity, builderAction) as? @PublishedApi@SinceKotlin("1.3")@ExperimentalStdlibApi
    *inline
    *internal expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V>?
    * * @sample collections.Maps//* *usage.
    *MapIsNotEmpty
    * @PublishedApi@SinceKotlin("1.3")@ExperimentalStdlibApi
    *inline
    internal expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() ->
    Unit): Map<K, V>?
    * * @sample collections.Maps//* *usage.
    *MapIsNullOrEmpty
    * @PublishedApi
    *internal expect fun mapCapacity(expectedSize: Int): Int
    *Map
    *isNotEmpty(): Boolean = !isEmpty()
    *Map
    *OrNullEmpty
    * @PublishedApi
    *internal expect inline fun <K, V>
    *Map<out K, V>.isNullOrEmpty(): Boolean {
    *    contract {
    *        returns(false) implies (this@isNullOrEmpty != null)
    *    }
    *    return this == null || isEmpty()
    *}
    *Map
    *orElseEmpty(): Map<K, V> = this ?: emptyMap()
    *Map
    *ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    *@Suppress("UNCHECKED_CAST") (this as Map<K, V>).ifEmpty()
    *Map
    *contains(key: K): Boolean = containsKey(key)
    *Map<out K,
    *V>.contains(key: K): Boolean = containsKey(key)
    *Map<K, V>.containsValue(value: V): Boolean =
    *this.containsKey(value)
    *Map<K,
    *V>.containsKey(key: K): Boolean =
    *@Suppress("UNCHECKED_CAST") (this as Map<K, V>).containsKey(key)
    *Map<K,
    *V>.remove(key: K): V? =
    *@Suppress("UNCHECKED_CAST") (this as MutableMap<K,
    *V>).remove(key)
    *Map.Entry<K, V>.component1(): K = key
    *Map.Entry<K, V>.component2(): V = value
    *Map.Entry<K, V>.isNotEmpty(): Boolean = !isEmpty()
    *Map.Entry<K, V>.isEmpty(): Boolean = isEmpty()
    *Map.Entry<K, V>.isNull(): Boolean = isNull()
    *Map.Entry<K, V>.isNullOrEmpty(): Boolean = isNullOrEmpty()
In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

Returns a map containing all key-value pairs with keys matching the given [predicate]. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.

The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

Returns a map containing all key-value pairs with values matching the given [predicate]. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), itemToMap) // .optimizeReadOnlyMap()
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.

The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.

The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

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public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.

The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```

In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one. The returned map preserves the entry iteration order of the original map. * @sample samples.collections.Maps.Transformations.mapKeys

```kotlin
public inline fun <K, V, R> mapKeysTo(destination: MutableMap<R, V>, itemToMap: (Map.Entry<K, V>) -> R): Map<R, V> {
    for (entry in this) {
        if (predicate(entry.key)) {
            destination.put(entry.key, entry.value)
        }
    }
    return destination
}
```
the map.

```kotlin
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>())....optimizeReadOnlyMap()... Returns a new read-only map containing all key-value pairs from the original map.

The returned map preserves the entry iteration order of the original map.

```
* the keys of which are contained in the given [keys] collection.
The returned map preserves the entry iteration order of the original map.

```kotlin
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V> minusAssign(key: K) {
    remove(key)
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V> minusAssign(keys: Iterable<K>) {
    this.keys.removeAll(keys)
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V> minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V> minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}
```

@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

// do not expose for now

@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\u6570\u95fb\u53f2\u79f0\u7ebf\u7f51\u70b9")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)
package kotlin.collections
import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> setOf(): Set<T> = emptySet()
fun <T> mutableSetOf(vararg elements: T): MutableSet<T> =
elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/** Returns a new [HashSet] with the given elements. */
@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(vararg elements: T): HashSet<T> =
elements.toCollection(HashSet(mapCapacity(elements.size)))

/** Returns an empty new [LinkedHashSet]. */
@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> =
LinkedHashSet()

/** Returns a new [LinkedHashSet] with the given elements. */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [LinkedHashSet].
 * @sample samples.collections.Collections.Sets.emptyLinkedHashSet
 */
@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> =
LinkedHashSet()

/** Returns a new read-only set only with those given elements, that are not null. */
Elements of the set are iterated in the order they were specified.
The returned set is serializable (JVM).

fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")@kotlin.internal.InlineOnly
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text
the string as a signed [Byte] number and returns the result `null` or `null` if the string is not a valid representation of a number.

```kotlin
public fun String.toByteOrNull(radix: Int): Byte? { val int = this.toSignedIntOrNull(radix) ?: return null
    return int.toByte()
}
```

The above code snippet demonstrates how to parse a string into a Long number and return the result or `null` if the string is not a valid representation of a number.

---

The Open Source Used In DNAC Platform Antelope 9291

Kotlin Programming Language contributors.

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kotlin
unn@PublishedApi
unn@internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
nunn@PublishedApi
unn@internal fun ulongCompare(v1: Long, v2: Long): Int = (v1.toLong() xor v2.toLong()).compareTo(v2.toLong())
nunn@PublishedApi
unn@internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toDouble() / v2.toDouble()).toUInt()
nunn@PublishedApi
unn@internal fun ulDiv(v1: ULong, v2: ULong): ULong = (v1.toDouble() / v2.toDouble()).toULong()
nunn@PublishedApi
unn@internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong().toDouble()).toUInt()
// Division and remainder are based on Guava's UnsignedLongs implementation// Copyright 2011 The Guava Authors
unn@PublishedApi
unn@internal fun ulongDivide(v1: ULong, v2: ULong): ULong = (v1.toDouble() / v2.toDouble()).toULong()
nunn@PublishedApi
unn@internal fun ulongRemainder(v1: ULong, v2: ULong): ULong = (v1.toDouble() % v2.toDouble()).toULong()
unn@PublishedApi
unn@internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
    else -> (v - (v - Int.MAX_VALUE.toDouble() / v)).toDouble() * 2
}
nunn@PublishedApi
unn@internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE -> v.toLong().toULong()
    else -> (v - (v - Long.MAX_VALUE).toDouble()).toDouble() * 2048 + (v - Long.MAX_VALUE).toDouble() * 2
}
unn@internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2
unn@internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047).toDouble() * 2
unn@internal fun ulongToString(v: Long): String = ulongToString(v, 10)
unn@internal fun doubleToValue(v: Double) = when {
    v.isNaN() -> NaN
    v == Double.NEGATIVE_INFINITY -> Double.NEGATIVE_INFINITY
    v == Double.POSITIVE_INFINITY -> Double.POSITIVE_INFINITY
    v < 0 -> -doubleToValue(-v)
    v > 0 -> doubleToValue(v)
    v == 0L -> 0.0
    else -> 
}
unn@file:kotlin.jvm.JvmMultifileClass
unn@file:kotlin.jvm.JvmName("CollectionsKt")
nunn@package kotlin.collections
unn/***/unn* Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator] * provided by that function. * @sample collections.Enumerables
unn@package kotlin
unn@contextual InlineOnly
unn@public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}
unn@contextual
unn@internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}
unn@contextual
unn@PublishedApi
unn@internal fun collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null
unn@contextual
unn@PublishedApi
unn@internal fun collectionSizeOrWarning(): Int? = if (this is Collection<*> && this.size == 0) 0 else warnAboutNullCollectionSize("")
Iterable<T>.collectionSizeOrDefault(default: Int) = if (this is Collection<*>) this.size else default

Converts this collection to a set, when it’s worth so and it doesn’t change contains method behavior. *

Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> = when (this) {
    Set -> this
    Collection -> when (source)
        is Collection && source.size < 2 -> this
        else -> if (this.safeToConvertToSet()) toHashSet() else this
    }

Returns a single list of all elements from all collections in the given collection.

Iterable.Operations.flattenIterable(*\n
public fun <T> Iterable<T>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

Iterable.Operations.unzipIterable(*\n
public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

SequencesKt

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence]
 * that returns values through the [Iterator]
 * provided by that function.
 * The values are evaluated lazily, and the
 * sequence is potentially infinite.

 * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a
 * sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.

 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence
 * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.

 * @sample samples.collections.Sequences.Transformations.flattenSequenceOfSequences
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

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elements from all iterables in this sequence. The operation is intermediate and stateless. Returns a sequence that yields elements of this sequence randomly shuffled. * Note that every iteration of the sequence returns elements in a different order. The operation is intermediate and stateful. A sequence that returns the values from the underlying sequence that either match or do not match the specified predicate. Returns a sequence that takes the index of the value in the underlying sequence along with the value itself. A sequence which combines values from the underlying sequence with their indices and returns them as IndexedValue objects. A sequence which combines values from the underlying sequence with their indices and returns them as IndexedValue objects. A sequence which combines values from the underlying sequence with their indices and returns them as IndexedValue objects.
var left = count
val iterator = sequence.iterator()
override fun next(): T {
    if (left == 0)
        throw NoSuchElementException()
    left--
    return iterator.next()
}

override fun hasNext(): Boolean {
    return left > 0 && iterator.hasNext()
}

override fun hasNext(): Boolean {
    return left > 0 && iterator.hasNext()
}

override fun hasNext(): Boolean {
    return left > 0 && iterator.hasNext()
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    return left > 0 && iterator.hasNext()
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override fun hasNext(): Boolean {
    return left > 0 && iterator.hasNext()
}

override fun hasNext(): Boolean {
    return left > 0 && iterator.hasNext()
open

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement."
    }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling
 * [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value !=
        null)
    }
    if (value ==
null)
        throw
        IllegalArgumentException(lazyMessage()

            .toString())
    return
    value
}

/**
 * Returns a sequence defined by the function [seedFunction],
 * which is invoked to produce the starting value,
 * and the [nextFunction], which is invoked to calculate the next value based on
 * the previous one. The sequence produces values until it encounters first
 * `null` value. If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
 */
public fun <T : Any>
    generateSequence(seedFunction: () -> T?,
    nextFunction: (T) -> T?): Sequence<T> =
    GeneratorSequence(seedFunction, nextFunction)

/**
 * Returns a sequence defined by
 * the function [seedFunction], which is invoked to produce the starting value,
 * and the function [nextFunction], which is invoked to calculate the next
 * value based on the previous one. The sequence produces values until it encounters first
 * `null` value. If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any>
generateSequence(seed: T?,
    nextFunction: (T) -> T?): Sequence<T> =
    GeneratorSequence({ seed },
    nextFunction)

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`
 * The returned sequence is constrained to be iterated only once.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any>
generateSequence(nextFunction: () -> T?)
    : Sequence<T> =
    GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
```kotlin
null\n
    if (value == null) {\n        val message = lazyMessage()\n        throw IllegalArgumentException(message.toString())\n    } else {\n        return value\n    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failWithLazyMessage\n * @sample samples.misc.Preconditions.failWithLazyMessage\n */
@kotlin.internal.InlineOnly\npublic inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract {\n        returns() implies value\n    }\n    if (!value) {\n        val message = lazyMessage()\n        throw IllegalStateException(message.toString())\n    } else {\n        return value\n    }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */
@kotlin.internal.InlineOnly\npublic inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {\n        returns() implies (value != null)\n    }\n    if (value == null) {\n        val message = lazyMessage()\n        throw IllegalArgumentException(message.toString())\n    } else {\n        return value\n    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 * @sample samples.misc.Preconditions.failWithError\n */
@kotlin.internal.InlineOnly\npublic inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())
```

---

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contains itself on any nesting level the behavior is undefined.

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}
```

```kotlin
@SinceKotlin("1.4")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>?.contentDeepHashCode(): Int {
    definedExternally
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is 
 * a [List]. * Nested arrays are treated as lists too. * If any of arrays 
 * contains itself on any nesting level the behavior is undefined.
 *
@SinceKotlin("1.4")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>?.contentDeepHashCode(): Int {
    definedExternally
}
```

```kotlin
/**
 * Returns a string representation of the contents of this array as if it is a [List]. * Nested arrays are treated as lists too. * If any of arrays contains itself on any nesting level the reference is rendered as `\"[...]\"` to prevent recursion. * @sample
samples.collections.Arrays.ContentOperations.contentDeepToString

@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<out T>.contentDeepToString(): String {
    return this.contentDeepToString()
}
```

```kotlin
@SinceKotlin("1.4")
@library("arrayDeepToString")
public actual fun <T> Array<out T>?.contentDeepToString(): String {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the 
 * [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * @sample
"Use Kotlin compiler 1.4 to avoid deprecation warning." @ SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the 
 * [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * @sample
"Use Kotlin compiler 1.4 to avoid deprecation warning." @ SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the 
 * [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * @sample
"Use Kotlin compiler 1.4 to avoid deprecation warning." @ SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the 
 * [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * @sample
"Use Kotlin compiler 1.4 to avoid deprecation warning." @ SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    return this.contentEquals(other)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the 
 * [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * @sample
"Use Kotlin compiler 1.4 to avoid deprecation warning." @ SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    return this.contentEquals(other)
}
```
function.

* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hideSince = "1.4")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hideSince = "1.4")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hideSince = "1.4")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hideSince = "1.4")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {
    definedExternally
}
* The elements are compared for equality with the `equals` function.  
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same
 * number of the same elements in the same order.
 * The elements are compared for equality with the `equals` function.  
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same
 * number of the same elements in the same order.
 * The elements are compared for equality with the `equals` function.  
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are
 * structurally equal to one another, i.e. contain the same
 * number of the same elements in the same order.
 * The elements are compared for equality with the `equals` function.  
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array
 * as if it is `List`.  
* Use Kotlin compiler 1.4 to avoid deprecation warning.

```kotlin
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    return this.contentHashCode()
}
```
the contents of this array as if it is [List].

fun ByteArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun ShortArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun IntArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun LongArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun FloatArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun DoubleArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun BooleanArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun CharArray?.contentHashCode(): Int {
    return this.contentHashCode() // Returns a hash code based on the contents of this array as if it is [List].
}

fun <T> Array<out T>.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun ByteArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun ShortArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun IntArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun LongArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun FloatArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun DoubleArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}

fun BooleanArray.contentToString(): String {
    return this.contentToString() // Returns a string representation of the contents of the specified array as if it is [List].
}
representation of the contents of the specified array as if it is [List].

@sample

*/
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DepreciatedSinceKotlin(hiddenSince = "1.4")
public actual fun CharArray.contentToString(): String {
    return this.contentToString()
}

@sample

*/
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun CharArray.contentToString(): String {
    return this.contentToString()
}

@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> BooleanArray?.contentToString(): String {
    definedExternally
}

@SinceKotlin("1.4")
@library("arrayToString")
public actual fun CharArray?.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. It's also allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. It's also allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endExclusion the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endExclusion the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endExclusion the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endExclusion the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endExclusion the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startInclusion the beginning (inclusive) of the subrange to copy, 0 by default.
beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @param destination the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @param destination the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`
 * @param destination the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`
 * @param destination the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @param destination the position in the [destination] array to copy to, 0 by default.\n * @param destination the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destination the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
destination.unsafeCast<Array<Long>>()}, destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}
starting at the specified [destinationOffset].
  * or when that index is out of the [destination] array indices range.
  *
  * @return the [destination] array.

*\n@SinceKotlin("1.3\")@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
  arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex) return destination
}

/**
  * Returns new array which is a copy of the original array.
  * @sample samples.collections.Arrays.CopyOfOperations.copyOf
  */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
  return this.asDynamic().slice().\n}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, ByteArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, ShortArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun IntArray.copyOf(newSize: Int): IntArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, IntArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun LongArray.copyOf(newSize: Int): LongArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, LongArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, FloatArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, DoubleArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, BooleanArray(newSize))
}

/**
  * Returns new array which is a copy of the original array, resized to the given [newSize].
  * The copy is either truncated or padded at the end with zero values if necessary.
  * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
  */
public actual fun CharArray.copyOf(newSize: Int): CharArray {
  require(newSize >= 0) { "Invalid new array size: $newSize." }
  return fillFrom(this, CharArray(newSize))
}

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samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with `false` values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, (null))
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, (null))
}
T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex)
}

/*
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of the original array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex)
}
[fromIndex] is greater than [toIndex].

fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun <T> IntArray.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
    * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
}

actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Fills this array or its subrange with the specified [element] value.
    * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
    * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
    * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
}

actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Returns an array containing all elements of the original array and then the given [element].
}

actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    * Returns an array containing all elements of the original array and then the given [element].
    * @return Array<Char> containing the concatenated elements.
}

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

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the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return plus(charArrayOf(elements))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return from(charArrayOf(elements))
}
DoubleArray(): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sortArrayWith(this, a: Long, b: Long -> a.compareTo(b))
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArrayWith(this)
}

/**
 * Sorts a range in the array in-place.
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArrayWith(this, fromIndex, toIndex, naturalOrder())
}

/**
 * Sorts a range in the array in-place.
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>().subarray.sort() @param fromIndex the start of the range (inclusive) to sort, 0 by default.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    // Implementation...
}
Returns a *typed* object array containing all of the elements of this primitive array.

The functions are called sequentially, receive the given values [a] and [b] and return [Comparable] * objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not compare as equal, the result of that comparison is returned.

The function is applied to the given values [a] and [b] and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The function is applied to the given values [a] and [b] and return objects of type K which are then being compared with the given [comparator].

Null is considered less than any value.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The function is applied to the given values [a] and [b] and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The function is applied to the given values [a] and [b] and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The function is applied to the given values [a] and [b] and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The function is applied to the given values [a] and [b] and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given [comparator].

The functions are called sequentially, receive the given values `a` and `b` and return objects of type K which are then being compared with the given `K`, and return [Comparable] objects. The result of comparison of these [Comparable] instances is returned.
samples.comparisons.Comparisons.compareByDescendingWithSingleSelector

*\*In@kotlin.internal.InlineOnly\*/public inline fun <T> compareByDescending(selector: (T) -> Comparable<*?>): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, selector) }\*\*/

Creates a descending comparator using the [selector] function to transform values being compared and then applying *\*In* to compare transformed values.\*\*In* Note that an order of [selector] is reversed by this wrapper.\*\*In* *@sample

samples.comparisons.Comparisons.compareByDescendingWithComparator

*\*In@kotlin.internal.InlineOnly\*/public inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }\*\*/

Creates a comparator, comparing values after the primary comparator defined them equal. It uses\*\*In* the function to transform values comparing the primary comparator defined them equal. It uses\*\*In* the [selector] function to transform values being compared and then compares them with the given [comparator].\*\*In* *@sample

samples.comparisons.Comparisons.thenBy

Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*?>): Comparator<T> =
    Comparator { a, b ->\n        val previousCompare = this@thenBy.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)\n    }\*\*/

Creates a comparator comparing values after the primary comparator defined them equal. It uses\*\*In* the [selector] function to transform values being compared and then compares them with the given [comparator].\*\*In* *@sample

samples.comparisons.Comparisons.thenByWithComparator

Comparator<T>.thenByWithComparator<in K, K>: Comparator<T> =
    Comparator { a, b ->\n        val previousCompare = this@thenByWithComparator.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n    }\*\*/

Creates a descending comparator using the primary comparator and\*\*In* the function to transform values comparing the primary comparator defined them equal. It uses\*\*In* the [selector] function to transform values being compared and then compares them with the given [comparator].\*\*In* *@sample

samples.comparisons.Comparisons.thenByDescending

Comparator<T>.thenByDescending<in K, K>: Comparator<T> =
    Comparator { a, b ->\n        val previousCompare = this@thenByDescending.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n    }\*\*/

Creates a comparator using the primary comparator and function to calculate a result of comparison.\*\*In* *@sample

samples.comparisons.Comparisons.thenByWithComparatorDescending

Comparator<T>.thenByWithComparatorDescending<in K, K>: Comparator<T> =
    Comparator { a, b ->\n        val previousCompare = this@thenByWithComparator.compare(a, b)\n        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n    }\*\*/

Creates a descending comparator using the primary comparator and function to calculate a result of comparison.\*\*In* *@sample

samples.comparisons.Comparisons.thenComparator

Comparator<T>.thenComparator<in a, b, T>: Comparator<T> =
    Comparator { a, b ->\n        val previousCompare = this@thenComparator.compare(a, b)\n        if (previousCompare != 0) previousCompare else comparison(a, b)\n    }\*\*/

Extends the given [comparator] of non-nullable values to a comparator of nullable values\*\*In* considering ‘null’ value less than any other value.\*\*In* *@sample

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samples.comparisons.Comparisons.nullsFirstLastWithComparator

/**
 * Provides a comparator of nullable [Comparable] values in * considering ‘null’ value less than any other value.
 */
public fun <T : Any>
    nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values in * considering ‘null’ value greater than any other value.
 */
public fun <T : Any>
    nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 */
public class NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 */
public class ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R = block

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R = block

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R = block

/*
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 */
callsInPlace(block, InvocationKind.EXACTLY_ONCE)
   return block()
}/*
 * Calls the specified function [block] with 'this' value as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public actual inline fun <T, R> T.apply(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public actual inline fun <T, R> T.apply(receiver: T, block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return receiver.block()
}

/**
 * Calls the specified function [block] with 'this' value as its argument and returns 'this' value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public actual inline fun <T> T.let(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeIf).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public actual inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 * A zero-based index of current iteration is passed as a parameter to [action].
 * For sample usage see [ControlFlow.repeat](https://kotlinlang.org/docs/reference/scope-functions.html#repeat).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun <T, R> T.repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action) (null)
    }

    for (index in 0 until times) {
        action(index)
    }
}

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 * For sample usage see [ControlFlow.repeat](https://kotlinlang.org/docs/reference/scope-functions.html#repeat).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@kotlin.internal.Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
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/**
 * Returns the greater of two values.
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@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

}
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun maxOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b)
}
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 * If either value is `NaN`, returns `NaN`.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 * If there are multiple equal minimal values, returns the first of them.
 */
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 * If there are multiple equal minimal values, returns the first of them.
 */
public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Byte, vararg other: Byte): Byte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Short, vararg other: Short): Short {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Int, vararg other: Int): Int {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Long, vararg other: Long): Long {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Float, vararg other: Float): Float {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of three values.
 */
public actual fun minOf(a: Double, vararg other: Double): Double {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}
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// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal constructor(ival data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: ULong): ULong = ULong(this.data.times(other.data))
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: Ulong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other).toULong()
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.rem(other).toULong()
* * The resulting `UByte` value is represented by the least significant 32 bits of this `ULong` value.

```kotlin
public inline fun toULong(): ULong = this
```

* * **Converts this [ULong] value to [Double].**

```kotlin
public inline fun toDouble(): Double = ulongToDouble(data)
```

/**
 * Converts this 
 * value to 
 * value. 
 *
 * The resulting 
 * value is exactly between two `Double`'s, the one with zero at least significant bit of mantissa is selected.

```kotlin
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)
```

* * **Converts this [Byte] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
```

* * **Converts this [Short] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
```

* * **Converts this [Int] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())
```

* * **Converts this [Long] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toULong(): ULong = ULong(this)
```

* * **Converts this [Float] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())
```

* * **Converts this [Double] value to [ULong].**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
```

* * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`.

* * **The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.**

* * Whereas the most significant 56 bits are filled with the sign bit of this value.

* * Whereas this list contains exactly 56 bits.

* * **The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value.**

* * Whereas the most significant 48 bits are filled with the sign bit of this value.

* * **The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.**

* * Whereas the most significant 32 bits are filled with the sign bit of this value.

* * **The least significant 64 bits of the resulting `ULong` value are the same as the bits of this `Long` value.**

* * **The fractional part, if any, is rounded down towards zero.**

* * **Returns zero if this `Float` value is negative or `NaN`,`ULong.MAX_VALUE` if it’s bigger than `ULong.MAX_VALUE`.**

* * **Returns 1st *element* from the list.**

* * **Returns 2nd *element* from the list.**

* * **Returns 3rd *element* from the list.**

* * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

* * @file: kotlin.jvm.JvmMultifileClass

* * @package kotlin.collections

* * @JvmName("CollectionsKt")

* * @unpackage kotlin.collections

* * @NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

* * See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

* * import kotlin.random.

* * import kotlin.ranges.contains

* * import kotlin.ranges.reversed

* * import kotlin.ranges.

* * **Throws an IndexOutOfBoundsException if the size of this list is less than 1.**

* * **Throws an IndexOutOfBoundsException if the size of this list is less than 2.**

* * **Throws an IndexOutOfBoundsException if the size of this list is less than 3.**

* * **Throws an IndexOutOfBoundsException if the size of this list is less than 4.**
`IndexOutOfBoundsException` if the size of this list is less than 3.

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * Throws an `IndexOutOfBoundsException` if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * Throws an `IndexOutOfBoundsException` if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns the first *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> Iterable<T>.findFirst(predicate: (T) -> Boolean): T? {
    return find(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```

```kotlin
/**
 * Returns the last *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {
    return findLast(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```

```kotlin
/**
 * Returns the last *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return findLast(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```

```kotlin
/**
 * Returns the first *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> List<T>.findFirst(predicate: (T) -> Boolean): T? {
    return findFirst(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```

```kotlin
/**
 * Returns the first *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> List<T>.findFirstOrNull(predicate: (T) -> Boolean): T? {
    return findFirstOrNull(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```

```kotlin
/**
 * Returns the last *element* matching the given [predicate], or throws a
 * `NoSuchElementException` if the collection is empty.
 */
public fun <T> List<T>.findLastOrNull(predicate: (T) -> Boolean): T? {
    return findLastOrNull(predicate) ?: throw NoSuchElementException("Collection is empty.")
}
```
if the list is empty.

```kotlin
@throws [NoSuchElementException] if there is no element matching the given [predicate].

* * @throws [NoSuchElementException] if the given [predicate] is not found.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.

* * @throws [NoSuchElementException] if the list contains no element matching the predicate.

* * @throws [NoSuchElementException] if the list is empty.
Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterIsInstance<T>(predicate: (T) -> Boolean): List<T> { 
    val list = ArrayList<T>(size)
    if (this is RandomAccess) {
        for (index in size until size)
            list.add(this[index])
    } else {
        for (value in listIterator(size - n))
            list.add(value)
    }
    return list
}

Returns a list containing all elements that are not `null`.

Iterables.filterNotNullTo(destination: C, predicate: (T) -> Boolean): C {
    var count = 0
    val list = ArrayList<T>(n)
    for (value in this) {
        if (value != null) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing elements at specified indices.

Iterables.filterWhile(test: (T) -> Boolean): List<T> {
    var count = 0
    val list = ArrayList<T>(n)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing first elements satisfying the given predicate.

Iterables.filterLastWhile(test: (T) -> Boolean): List<T> {
    var count = 0
    val list = ArrayList<T>(size - n)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterAll<T>(predicate: (T) -> Boolean): List<T> {
    var count = 0
    val list = ArrayList<T>(size)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterWithDefault<T>(defaultValue: T): List<T> {
    var count = 0
    val list = ArrayList<T>(size)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterWithDefault<T>(defaultValue: T): List<T> {
    var count = 0
    val list = ArrayList<T>(size)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterWithDefault<T>(defaultValue: T): List<T> {
    var count = 0
    val list = ArrayList<T>(size)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
}

Returns a list containing all elements that are instances of specified type parameter R.

Iterables.filterWithDefault<T>(defaultValue: T): List<T> {
    var count = 0
    val list = ArrayList<T>(size)
    for (value in this) {
        if (test(value)) {
            list.add(value)
            if (++count == n)
                break
        }
    }
    return list.optimizeReadOnlyList()
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(T -> Boolean): List<T> { val list = ArrayList<T>() for (item in this) { if (!predicate(item)) list.add(item) } return list }/* Reverses elements in the list in-place. */

/* Reverses elements in the list in-place. */
Iterable<T>.reversed(): List<T> { for (item in this) { if (is Collection && size <= 1) return toList() val list = toMutableList() list.reversed() return list } /* Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness. */

https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

/* Returns a list of all elements sorted according to the specified [comparator]. */
Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> { for (item in this) { if (is Collection) { if (size <= 1) return this.toList() as Array<T>.apply { sort() } asList() } return toMutableList().apply { sort() } } return toTypedArray<Comparable<T>>().asList() } /* Returns an array of Boolean containing all of the elements of this collection. */

Collection<Boolean>.toBooleanArray(): BooleanArray { val result = BooleanArray(size) var index = 0 for (element in this) { result[index++] = element } return result } /* Returns an array of Byte containing all of the elements of this collection. */

Collection<Byte>.toByteArray(): ByteArray { val result = ByteArray(size) var index = 0 for (element in this) { result[index++] = element } return result } /* Returns an array of Char containing all of the elements of this collection. */

Collection<Char>.toCharArray(): CharArray { val result = CharArray(size) var index = 0 for (element in this) { result[index++] = element } return result } /* Returns an array of Byte containing all of the elements of this collection. */

Collection<Byte>.toByteArray(): ByteArray { val result = ByteArray(size) var index = 0 for (element in this) { result[index++] = element } return result } /* Returns an array of Char containing all of the elements of this collection. */

Collection<Char>.toCharArray(): CharArray { val result = CharArray(size) var index = 0 for (element in this) { result[index++] = element } return result }
result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed by the key returned from [keySelector] function applied to each element.
 */
public inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given collection.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.
 */
public inline fun <T, K, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

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samples.collections.Collections.Transformations.associateTo

@public inline fun <T, K, V, M : MutableMap<K, V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M { 
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given collection and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
@sample samples.collections.Collections.Transformations.associateTo

Iterable<K>.associateTo(destination: M, valueSelector: (K) -> V): M { 
    for (item in this) {
        destination.put(item, valueSelector(item))
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 * The returned set preserves the element iteration order of the original collection.
 */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
results of [transform] function being invoked on each element and its index in the original collection.

```kotlin
@sample samples.collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapIndexedSequence")@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {
    return
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapIndexedIterableTo")@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return
}

@sample samples.collections.Transformations.flatMapTo

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return
}

@sample samples.collections.Transformations.groupBy

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapSequenceTo")@kotlin.internal.InlineOnly
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        destination.setOrPut(key, list)
    }
    return
}
```

```kotlin
@sample samples.collections.Transformations.groupBy

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapSequenceTo")@kotlin.internal.InlineOnly
public inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
    }
    return
```
```kotlin
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using a [keySelector] function to extract a key from each element,
 * and the element itself
 * returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given 
 * [transform] function to each element in the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapNotNull
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
```

---

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destination

* Returns a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.

* Returns a list containing only distinct elements from the given collection. * Among equal elements of the given collection, only the first one will be present in the resulting list. * The elements in the resulting list are in the same order as they were in the source collection.

** Returns a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.

public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * * Among equal elements of the given collection, only the first one will be present in the resulting list. * The elements in the resulting list are in the same order as they were in the source collection.

Iterable<T>.distinctAndDistinctBy

public fun <K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

Iterable<T>.intersect

public fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<T>.subtract

public fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<T>.toMutableSet

public fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {
    return when (this) {
        is Collection<T> -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
}

Iterable<T>.union

public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

Iterable<T>.all

public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

Iterable<T>.any

public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

Iterable<T>.any

public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

Iterable<T>.count

public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

Iterable<T>.count

public inline fun <T> Collection<T>.count(): Int {
    return size
}

Iterable<T>.count

public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

Iterable<T>.count

public fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element. * Returns the specified [initial] value if the collection is empty. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
value.

/*
 * public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
 * var accumulator = initial
 * for (element in this) accumulator = operation(accumulator, element)
 * return accumulator
 *}
 */

public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original collection.
 * Returns the specified [initial] value if the collection is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */

/*
 * public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
 * var index = 0
 * var accumulator = initial
 * for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
 * return accumulator
 *}
 */

public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */

/*
 * public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
 * var accumulator = initial
 * if (!isEmpty()) {
 * val iterator = listIterator(size)
 * while (iterator.hasPrevious()) {
 *    accumulator = operation(iterator.previous(), accumulator)
 * }
 * return accumulator
 *}
 */

public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and performs the action on the element.
 */

/*
 * public fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
 * var index = 0
 * if (!isEmpty()) {
 * val iterator = listIterator(size)
 * while (iterator.hasPrevious()) {
 *    val index = iterator.previousIndex()
 *    accumulator = operation(index, iterator.previous(), accumulator)
 * }
 * return accumulator
 *}
 */

public fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = 0
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            val index = iterator.previousIndex()
            accumulator = operation(index, iterator.previous(), accumulator)
        }
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */

@kotlin.internal.HidesMembers
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */

/*
 * public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
 * var index = 0
 * for (item in this) action(checkIndexOverflow(index++), item)
 */

public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Iterable<T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Iterable<T>.maxBy(selector: (T) -> R): T? {
    return maxByOrNull(selector)
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @param [selector] function that takes each element in the collection and returns a value.
 */

/*
 * public fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
 * var maxElement = iterator.next()
 * var maxValue = selector(maxElement)
 * do {
 *    val elem = iterator.next()
 *    val v = selector(elem)
 *    if (maxValue < v) {
 *        maxElement = elem
 *        maxValue = v
 *    }
 * } while (iterator.hasNext())
 * return maxElement
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the collection.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
maxValue = v\n
}\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the collection or `null`
if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator =
iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n
val v = selector(iterator.next())\n
if (comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n
}\n }\n return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no
elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun
Iterable<Double>.maxOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var
max = iterator.next()\n while (iterator.hasNext()) {\n
val e = iterator.next()\n
max = maxOf(max, e)\n
}\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of
elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Iterable<Float>.maxOrNull(): Float? {\n
val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while
(iterator.hasNext()) {\n
val e = iterator.next()\n
max = maxOf(max, e)\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T :
Comparable<T>> Iterable<T>.maxOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n
var max = iterator.next()\n while (iterator.hasNext()) {\n
val e = iterator.next()\n
if (max < e) max = e\n
}\n return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\",
ReplaceWith(\"maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic fun
<T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {\n return
maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the largest value according to the
provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T>
Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n
val e =
iterator.next()\n
if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n@Deprecated(\"Use
minOrNull instead.\", ReplaceWith(\"minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince =
\"1.4\")\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Double>.min(): Double? {\n return
minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\",
ReplaceWith(\"minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\n@SinceKotlin(\"1.1\")\npublic
fun Iterable<Float>.min(): Float? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\",
ReplaceWith(\"minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic fun <T :
Comparable<T>> Iterable<T>.min(): T? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minByOrNull
instead.\", ReplaceWith(\"minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic
inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {\n return
minByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or
`null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*/\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) ->
R): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minElem = iterator.next()\n if
(!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n
val e = iterator.next()\n
val v = selector(e)\n
if (minValue > v) {\n
minElem = e\n
minValue = v\n
}\n } while
(iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by
[selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is
empty.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) ->

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Double): Double {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        \n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by \[selector\] function \n * applied to each element in the collection.\n * \n * If any of values produced by \[selector\] function is \texttt{NaN} \n * the returned result is \texttt{NaN}.\n * \n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by \[selector\] function \n * applied to each element in the collection or \texttt{null} \n * if there are no elements.\n * \n * If any of values produced by \[selector\] function is \texttt{NaN}, the returned result is \texttt{NaN}.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by \[selector\] function \n * applied to each element in the collection or \texttt{null} \n * if there are no elements.\n * \n * If any of values produced by \[selector\] function is \texttt{NaN}, the returned result is \texttt{NaN}.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by \[selector\] function \n * applied to each element in the collection or \texttt{null} \n * if there are no elements.\n * \n * If any of values produced by \[selector\] function is \texttt{NaN}, the returned result is \texttt{NaN}.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue
}
values produced by [selector] function applied to each element in the collection or `null` if there are no elements.

Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator() if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val value = selector(iterator.next()) if (comparator.compare(minValue, value) > 0) {
            minValue = value
        }
    }
    return minValue
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns `true` if the collection has no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <T, S : Iterable<T>> S.onEach(action: (T) -> Unit): S {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.4")
public inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original collection.
 */
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (acc: S, Int, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next(), iterator.next())
    }
    return accumulator
}
expected way,\n* please use [reduceIndexedOrNull] instead. It returns \texttt{null} when its receiver is empty.\n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce
*\n
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")\n    var index = 0\n    var accumulator: S = iterator.next() while (iterator.hasNext()) {\n        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n    } \n    return accumulator\n}\n
\n
Accumulates value starting from the first element and applying [operation] from left to right.\n* to current accumulator value and each element with its index in the original collection.\n* \n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduce\n*\n
public inline fun <S, T : S> Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S?): S? {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) return null\n    var index = 0\n    var accumulator: S = iterator.next() while (iterator.hasNext()) {\n        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n    } \n    return accumulator\n}\n
Accumulates value starting with the last element and applying [operation] from right to left.\n* to current accumulator value and each element.\n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduceRight\n*\n
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {\n    val iterator = listIterator(size)\n    if (!iterator.hasPrevious())\n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var accumulator: S = iterator.previous()\n    while (iterator.hasPrevious()) {\n        accumulator = operation(iterator.previous(), accumulator)\n    } \n    return accumulator\n}\n
Accumulates value starting with the last element and applying [operation] from right to left.\n* to each element and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduceRightIndexed\n*\n
public inline fun <S, T : S> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n    val iterator = listIterator(size)\n    if (!iterator.hasPrevious())\n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var index = 0\n    var accumulator: S = iterator.previous()\n    while (iterator.hasPrevious()) {\n        index = iterator.previousIndex()\n        accumulator = operation(index, iterator.previous(), accumulator)\n    } \n    return accumulator\n}\n
Accumulates value starting with the last element and applying [operation] from right to left.\n* to each element with its index in the original list and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull\n*\n
public inline fun <S, T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S?): S? {\n    val iterator = listIterator(size)\n    if (!iterator.hasPrevious())\n        throw UnsupportedOperationException("Empty list can't be reduced.")\n    var index = 0\n    var accumulator: S = iterator.previous()\n    while (iterator.hasPrevious()) {\n        index = iterator.previousIndex()\n        accumulator = operation(index, iterator.previous(), accumulator)\n    } \n    return accumulator\n}
listIterator(size)
if (!iterator.hasPrevious())
    return null
var accumulator: S = iterator.previous()
while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(index, iterator.previous(), accumulator)
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the list is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class) public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFoldIndexed
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class) public inline fun <T, R> Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var index = 0
    var accumulator = initial
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class) public inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
Since Kotlin 1.4
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator = this.first()
    val result = ArrayList<T>(2)

    var index = 0
    while (index < this.size) {
        accumulator = operation(index++, accumulator, this[index++])
        result.add(accumulator)
        index = 0
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element in the collection.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @see samples.collections.Collections.Aggregates.sumOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("runningReduceIndexed")
public inline fun <T> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator = this.first()
    val result = ArrayList<T>(2)

    var index = 0
    while (index < this.size) {
        accumulator = operation(index++, accumulator, this[index++])
        result.add(accumulator)
        index = 0
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element in the collection.
 * 
 * @param [operation] function that takes an element and current accumulator value that starts with [initial] value.
 * 
 * @see samples.collections.Collections.Aggregates.sumBy
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): List<T> {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * 
 * @param [selector] function that takes an element and current accumulator value that starts with [initial] value.
 * 
 * @see samples.collections.Collections.Aggregates.sumOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("runningReduce")
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * 
 * @param [selector] function that takes an element and current accumulator value that starts with [initial] value.
 * 
 * @see samples.collections.Collections.Aggregates.sumOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("runningReduce")
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * 
 * @param [selector] function that takes an element and current accumulator value that starts with [initial] value.
 * 
 * @see samples.collections.Collections.Aggregates.sumOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("runningReduce")
public inline fun <T> Iterable<T>.sumOfLong(selector: (T) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

@Deprecated("Use runningReduceIndexed instead.", level = DeprecationLevel.WARN, ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
public inline fun <T> Iterable<T>.scanIndexed(initial: T, operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    var index = 0
    while (index < this.size) {
        accumulator = operation(index++, accumulator, this[index++])
        result.add(accumulator)
        index = 0
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element in the collection.
 * 
 * @param [operation] function that takes an element and current accumulator value that starts with [initial] value.
 * 
 * @see samples.collections.Collections.Aggregates.sumBy
 */
@SinceKotlin("1.4")
public inline fun <T> Iterable<T>.scan(initial: T, operation: (acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    while (accumulator != null) {
        result.add(accumulator)
        accumulator = operation(accumulator, this[0])
        this.removeAt(0)
    }
    return result
}

@Deprecated("Use scanIndexed instead.", level = DeprecationLevel.WARN, ReplaceWith("scanIndexed(initial, operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
public inline fun <T> Iterable<T>.scan(initial: T, operation: (acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    while (accumulator != null) {
        result.add(accumulator)
        accumulator = operation(accumulator, this[0])
        this.removeAt(0)
    }
    return result
}

@Deprecated("Use scanIndexed instead.", level = DeprecationLevel.WARN, ReplaceWith("scanIndexed(initial, operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
public inline fun <T> Iterable<T>.scanIndexed(initial: T, operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    var index = 0
    while (accumulator != null) {
        result.add(accumulator)
        accumulator = operation(index++, accumulator, this[0])
        this.removeAt(0)
    }
    return result
}

@Deprecated("Use scanReduceIndexed instead.", level = DeprecationLevel.WARN, ReplaceWith("scanReduceIndexed(initial, operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
public inline fun <T> Iterable<T>.scanReduce(initial: T, operation: (acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    while (accumulator != null) {
        result.add(accumulator)
        accumulator = operation(accumulator, this[0])
        this.removeAt(0)
    }
    return result
}

@Deprecated("Use scanReduceIndexed instead.", level = DeprecationLevel.WARN, ReplaceWith("scanReduceIndexed(initial, operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
public inline fun <T> Iterable<T>.scanReduceIndexed(initial: T, operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator = initial
    val result = ArrayList<T>(2)

    var index = 0
    while (accumulator != null) {
        result.add(accumulator)
        accumulator = operation(index++, accumulator, this[0])
        this.removeAt(0)
    }
    return result
}
sum += selector(element)

return sum

* Returns the sum of all values produced by [selector] function applied to each element in the collection.

* Returns the sum of all values produced by [selector] function applied to each element in the collection.

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HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn’t change between successive invocations.

```kotlin
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Collection<T>.plus(element: T): List<T> {
    val result = ArrayList<T>(size + 1)
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this collection with the given [step], where each snapshot is a list.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

Open Source Used In DNAC Platform Antelope 9345
samples.collections.Sequences.Transformations.takeWindows

```kotlin
{ n
checkWindowSizeStep(size, step) if (this is RandomAccess & & this is List) { n val thisSize = this.size
val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1 n val result = ArrayList<T>(resultCapacity) n var index = 0 n while (index in 0 until thisSize) { n val windowSize = size.coerceAtMost(thisSize - index) n if (windowSize < size & & partialWindows) break n result.add(WindowList(windowSize, this[index+index]) n index += step} n return result
} n return this
}

/**
 * Returns a list of results of applying the given [transform] function to
 * an each list representing a view over the window of the given [size] sliding
 * along this collection with the given [step].
 * Note that the list passed to the [transform] function is ephemeral
 * and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made
 * a snapshot of it. Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * * by default `false` which means partial windows won't be preserved
 * * @sample
 * */
{ n checkWindowSizeStep(size, step)
if (this is RandomAccess & & this is List) { n val thisSize = this.size
val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1 n val result = ArrayList<R>(resultCapacity) n val windowSize = size.coerceAtMost(thisSize - index) n if (windowSize < size & & partialWindows) break n result.add(transform(WindowList(windowSize, this[index+index]))) n index += step}
return result
} n result = ArrayList<R>()
val result = windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
result.add(transform(it))
}
return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.
 * The returned list has length of the shortest collection. The returned list has length of the shortest collection.
 * @sample
 * */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>>
{ n return this.zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample
 * */
{ n first = iterator() n var i = 0 n for (element in this) {
if (i >= arraySize) break
list.add(transform(element, other[i++]))}
return list
} n return this.zip(other) { t1, t2 -> t1 to t2 }

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @sample
 * */
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>>
{ n return this.zip(other) { t1, t2 -> t1 to t2 }
}
```

Open Source Used In DNAC Platform Antelope 9346
Open Source Used In DNAC Platform Antelope

```kotlin
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function to an pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 */
public fun <T> Iterable<T>.zipWithNextToFindDeltas(): List<T> {
    return zipWithNext( { a, b -> a to b } )
}

/**
 * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 */
public fun <T> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> T): List<T> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<T>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 */
public fun <T> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> T): List<T> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<T>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
```

```kotlin
/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
```
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an
 * empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> =
    copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
            collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
            copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++] = iterator.next().unsafeCast<T>()
    }
    if (index < array.size)
        { array[index] = null.unsafeCast<T>() }
    return array
}

/**
 * Returns an immutable list
 * containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> =
    arrayListOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

/**
 * Returns an immutable set containing only the
 * specified object [element].
 */
public fun <T> setOf(element: T): Set<T> =
    hashSetOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return HashSet<E>().apply(builderAction).build()
}

/**
 * Returns an immutable set containing only the
 * specified object [element].
 */
public fun <T> setOf(element: T): Set<T> =
    hashSetOf(element)
MutableSet<E>(unit) -> Unit: Set<E> {
    return
}

/**
 * Returns an immutable map, mapping only the specified key to the
 * specified value.
 */
mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair: K, V) =

MutableSet<E>(capacity).apply(builderAction).build()

/**
 * Returns an immutable map, mapping only the specified key to the
 * specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V>

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction).build()
}

/**
 * Returns an immutable map, mapping only the specified key to the
 * specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> =

MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in this list.
 */
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Fills the list with the provided [value].
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
@SinceKotlin("1.2")
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit

/**
 * Sorts elements in the list in-place according to the order
 * specified with [comparator].
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <T> Array<out T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =
    if (isVarargs)
    // no need to copy vararg
        this
    else
        this.copyOf()

/**
 * Checks a collection builder function capacity argument.
 */
@PublishedApi
internal actual fun checkIndexOverflow(index: Int) {
    if (index < 0) {
        throwIndexOverflow()
    }
    return index
}

/**
 * Checks a collection builder function capacity argument.
 */
@PublishedApi
internal actual fun checkCountOverflow(count: Int) {
    if (count < 0) {
        throwCountOverflow()
    }
    return count
}
openSourceUsedInDNACPlatformAntelope 9350

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
 * loop.
 * @param samples: A sample
 * @param iterator: An iterator
 * @return The iterator itself
 */
@kotlin.internal.InlineOnly
public operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [IndexedValue] containing the index of that element and the element itself.
 * @param samples: A sample
 * @param iterator: An iterator
 * @param withIndex: A function
 * @return An [IndexedValue] containing the index of that element and the element itself
 */
public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of this [Iterator].
 * @param samples: A sample
 * @param iterator: An iterator
 * @param operation: A function
 * @return The result of applying [operation] to each element
 */
public inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * An [Iterator] transforming original `iterator` into iterator of [IndexedValue], counting index from zero.
 * @param samples: A sample
 * @param iterator: An iterator
 * @return An [Iterator] counting index from zero
 */
private class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values.
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, c: T): T {
    return
}
maxOf(a, maxOf(b, c, comparator), comparator)\n} \n\n\n* Returns the greater of two values according to the order specified by the given [comparator]. \n\n* If values are equal, returns the first one.\n* \n@Since Kotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator\$T>\n): T \n{ \n    return if \n      (comparator.compare(a, b) \n      \n\n* Returns the greater of the given values. \n* \n* If there are multiple equal maximal values, returns the first of them. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* maxOf(a: T, vararg other: T): T\n\n* Returns the greater of the given values. \n* \n* Returns the greater of the given values. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Byte, vararg other: Byte): Byte\n\n\n* Returns the greater of the given values. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Short, vararg other: Short): Short\n\n\n* Returns the greater of the given values. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Int, vararg other: Int): Int\n\n\n* Returns the greater of the given values. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Long, vararg other: Long): Long\n\n* Returns the greater of the given values. \n* \n* If any value is `NaN`, returns `NaN`. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Float, vararg other: Float): Float\n\n\n* Returns the greater of the given values. \n* \n@Since Kotlin("1.1")\npublic expect fun maxOf(a: Double, vararg other: Double): Double\n\n\n* Returns the greater of the given values according to the order specified by the given [comparator]. \n\n* \n@Since Kotlin("1.1")\npublic expect fun <T : Comparable\$T>\n* minOf(a: T, b: T): T\n\n* Returns the smaller of two values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Byte, b: Byte): Byte\n\n\n* Returns the smaller of two values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Short, b: Short): Short\n\n\n* Returns the smaller of two values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n\n* Returns the smaller of two values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Long, b: Long): Long\n\n\n* Returns the smaller of two values. \n* \n* If either value is `NaN`, returns `NaN`. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Float, b: Float): Float\n\n\n* Returns the smaller of two values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Double, b: Double): Double\n\n\n* Returns the smaller of three values. \n* \n* If there are multiple equal minimal values, returns the first of them. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* minOf(a: T, b: T, c: T): T\n\n* Returns the smaller of three values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n\n* Returns the smaller of three values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Short, b: Short, c: Short): Short\n\n\n* Returns the smaller of three values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Int, b: Int, c: Int): Int\n\n* Returns the smaller of three values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n* Returns the smaller of three values. \n* \n* If any value is `NaN`, returns `NaN`. \n* \n@Since Kotlin("1.1")\npublic expect inline expect fun minOf(a: Float, b: Float, c: Float): Float\n\n\n* Returns the smaller of three values. \n* \n@Since Kotlin("1.1")\npublic expect inline fun minOf(a: Double, b: Double, c: Double): Double\n\n* Returns the smaller of three values according to the order specified by the given [comparator]. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* minOf(a: T, b: T, c: T, comparator: Comparator\$T>\n): T\n\n* Returns the smaller of two values according to the order specified by the given [comparator]. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* minOf(a: T, b: T, comparator: Comparator\$T>\n): T\n\n* Returns the smaller of two values according to the order specified by the given [comparator]. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* minOf(a: T, b: T, comparator: Comparator\$T>\n): T\n\n* Returns the smaller of two values according to the order specified by the given [comparator]. \n* \n@Since Kotlin("1.1")\npublic expect fun <T : Composable\$T>\n* minOf(a: T, b: T, comparator: Comparator\$T>\n): T
(comparator.compare(a, b) <= 0) a else b

/**
 * Returns the smaller of the given values.
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T : Comparator<in T>> minOf(a: T, vararg other: T): T

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Byte, vararg other: Byte): Byte

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Short, vararg other: Short): Short

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Int, vararg other: Int): Int

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Long, vararg other: Long): Long

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Float, vararg other: Float): Float

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.4")
public fun <T> minOf(a: T, vararg other: T, comparator: Comparator<in T>): T {
    var min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()

    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)

    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function being invoked on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("mapToList")
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/*
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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

*/
Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map.

public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map and appends only the non-null results to the given [destination].

Returns the largest value between the given [predicate] function and the largest value in the map.

Returns the number of entries matching the given [predicate] function.

Performing the given [action] on each entry.

maxOf(selector: (Map.Entry<K, V>) -> Double): Double

Returns the largest value among all values produced by [selector] function applied to each entry in the map.

maxOf(selector: (Map.Entry<K, V>) -> Float): Float

maxOf(selector: (Map.Entry<K, V>) -> Boolean): Double

maxOf(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>?
ByLambdaReturnType

@optIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <K, V> Map<K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double?): Double? {
    return entries.maxOfOrNull(selector)
}

/**
 * Returns the largest value among all values produced by [selector]
 * function applied to each entry in the map or `null` if there are no entries.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <K, V> Map<K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float?): Float? {
    return entries.maxOfOrNull(selector)
}

/**
 * Returns the largest value among all values produced by [selector]
 * function applied to each entry in the map or `null` if there are no entries.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <K, V> Map<K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.maxOfOrNull(selector)
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each entry in the map. If there are no entries, the returned result is `null`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
    return entries.maxWith(comparator)
}

/**
 * Returns the smallest value among all values produced by [selector]
 * function applied to each entry in the map or `null` if there are no entries.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <K, V> Map<K, V>.minOf(selector: (Map.Entry<K, V>) -> R?): R? {
    return entries.minOf(selector)
}

/**
 * Returns the smallest value among all values produced by [selector]
 * function applied to each entry in the map. If there are no entries, the returned result is `null`.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
    return entries.minOf(selector)
}

/**
 * Returns the first entry having the smallest value among all values produced
 * by [selector] function applied to each entry in the map.
 * If any of values produced by [selector] function is `NaN`, the returned result is `null`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
    return entries.minBy(selector)
}

/**
 * Returns the first entry having the smallest value among all values produced
 * by [selector] function applied to each entry in the map.
 * If any of values produced by [selector] function is `NaN`, the returned result is `null`.
 * If any of values produced by [selector] function is `NaN`, the returned result is `null`.
 */
@optIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <K, V> Map<K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> R?): R? {
    return entries.minByOrNull(selector)
}
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double
    = entries.minOf(selector)

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Float): Float
    = entries.minOf(selector)

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double?
    = entries.minOfOrNull(selector)

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R?
    = entries.minOfOrNull(selector)

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
    = minWithOrNull(comparator)

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each entry in the map.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
    = minWithWithOrNull(comparator, selector)

/**
 * Returns the first entry having the smallest value according to the provided [comparator]
 * or `null` if there are no entries.
 */
public fun <K, V> Map<out K, V>.none(): Boolean
    = minWithOrNull(comparator)
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
* Returns the first element, or `null` if the sequence is empty.
* The operation is _terminal_.
*/
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was
 * not found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain [element].
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        if (item == element)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not
 * contain such element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (item == element)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    return last
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching
 * element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    return single
}
contains no element matching the predicate.

```kotlin
@Suppress("UNCHECKED_CAST")
return single as
```

@throws IllegalArgumentException if [n] is negative.

```kotlin
<@kotlin.internal.NoInfer R>
@Suppress("UNCHECKED_CAST")
define("DNAC")

```
Sequence<T>.filterNotNullTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements that are not `null` to the given [destination].
 * The operation is _intermediate_ and _stateful_.
 * The operation is _intermediate_ and _stateful_.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <T, R : Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.sort
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence containing first elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

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 * Returns a sequence containing first elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.take
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public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
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 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.take
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public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing first elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> { return associateTo(LinkedHashMap<K, V>(), transform) } // Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateBy

Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> { return associateByTo(LinkedHashMap<K, V>(), keySelector) } // Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByWithValueTransform

Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> { return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform) } // Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByTo

Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M { // destination.put(keySelector(element), element) return destination } // Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given sequence. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByTo

Sequence<T>.associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M { // destination.put(keySelector(element), valueTransform(element)) return destination } // Returns a [Map] where keys are elements from the given sequence and values are produced by the [valueSelector] function applied to each element. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByToWithValueTransform

Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M { // transform() return destination += transform(element) } // Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to each element of the given sequence. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateTo

Sequence<T>.associateWith(valueSelector: (K) -> V): Map<K, V> { // valueSelector() return destination } // Returns a [Map] where key is the element itself and value is provided by the [valueSelector] function applied to that key. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateWith

Sequence<T>.associateWithTo(destination: M, valueSelector: (K) -> V): M { // valueSelector() return destination.put(element, valueSelector(element)) } // Returns a [Map] where keys are elements from the given sequence and values are produced by the [valueSelector] function applied to each element. The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateWithTo

Sequence<T>.toCollection(destination: C): C { // return destination } // Converts a sequence to a collection and returns it. The returned collection is _terminal_.

for (item in this) {
    destination.add(item)
} return destination

/**
 * Returns a new [HashSet] of all elements.
 * The operation is _terminal_ and _anpublic fun <T> Sequence<T>.toHashSet(): HashSet<T>
 * {
 * return toCollection(HashSet<T>())
 * }
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_ and _anpublic fun <T> Sequence<T>.toList(): List<T>
 * {
 * return this.toList()
 * }
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toList()
}

/**
 * Returns a new [MutableList] filled with all elements of this sequence.
 * The operation is _terminal_ and _anpublic fun <T> Sequence<T>.toMutableList(): MutableList<T>
 * {
 * return this.toMutableList()
 * }
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return this.toMutableList()
}

/**
 * Returns a [Set] containing all elements.
 * The operation is _terminal_ and _anpublic fun <T> Sequence<T>.toSet(): Set<T>
 * {
 * return this.toSet()
 * }
 */
public fun <T> Sequence<T>.toSet(): Set<T> {
    return this.toSet()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIterable")
public fun <T, R>
    Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {
    return FlatteningSequence(this,
        transform, Iterable<R>::iterator)
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>
    .flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element's index in the original sequence, to the given [destination].
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>
    .flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}
destination\n\n/**
 * Appends all elements yielded from results of [transform] function being invoked on each
element of original sequence, to the given [destination].\n
 * The operation is _terminal_.\n
 * @since Kotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.jvm.JvmName("flatMapIterableTo")\n */
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
element of original sequence, to the given [destination].\n
 * The operation is _terminal_.\n
 * @since Kotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.jvm.JvmName("flatMapIterableTo")\n */
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
* corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the
original sequence.\n
 * The operation is _terminal_.\n
 * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector]
 * function and puts to the [destination] map each group key associated with a list of corresponding elements.\n
 * The operation is _terminal_.\n
 * @sample samples.collections.Collections.Transformations.groupBy\n */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold
operations\n * using the specified [keySelector] function to extract a key from each element.\n
 * The operation is _intermediate_ and _stateless_.\n
 * @sample samples.collections.Grouping\n */
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function\n * to each element in the original sequence.\n
 * The operation is _intermediate_ and _stateless_.\n
 * @sample samples.collections.Transformations.map\n */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}
the results of applying the given [transform] function * to each element and its index in the original sequence.

* @param [transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

* @public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {

    return TransformingIndexedSequence(this, transform) * Returns a sequence containing only the non-null results of applying the given [transform] function * to each element and its index in the original sequence.

* @param [transform] function that takes the index of an element and the element itself * and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

* Public fun <T, R> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {

    return TransformingIndexedSequence(this, transform).filterNotNull() * Applies the given [transform] function to each element and its index in the original sequence * and appends only the non-null results to the given

* [destination] * and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

* Public fun <T, R : Any> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {

    return TransformingIndexedSequence(this, transform).filterNotNull() * Returns a sequence containing only the non-null results of applying the given [transform] function * to each element in the original sequence.

* The operation is _intermediate_ and _stateless_.

* Public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {

    return TransformingIndexedSequence(this, transform).filterNotNull() * Applies the given [transform] function to each element of the original sequence * and appends only the non-null results to the given [destination].

* The operation is _terminal_.

* Public fun <T, R, C : MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {

    return TransformingIndexedSequence(this, transform).filterNotNull() * Applies the given [transform] function to each element in the original sequence * and appends only the non-null results to the given [destination].

* The operation is _terminal_.

* Public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {

    return TransformingSequence(this, transform).filterNotNull() * Applies the given [transform] function to each element of the original sequence * and appends only the non-null results to the given [destination].

* The operation is _terminal_.

* Public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.withIndex():

    return IndexingSequence(this) * Returns a sequence containing only distinct elements from the given sequence.

* Among equal elements of the given sequence, only the first one will be present in the resulting sequence.

* The elements in the resulting sequence are in the same order as they were in the source sequence.

* The operation is _intermediate_ and _stateful_.

* Returns a sequence containing only distinct elements from the given sequence * having distinct keys returned by the given [selector] function.

* Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence.

* The elements in the resulting sequence are in the same order as they were in the source sequence.

* The operation is _intermediate_ and _stateful_.

* Returns a new [MutableSet] containing all distinct elements from the given sequence.
preserves the element iteration order of the original sequence.

The operation is terminal.

`public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> { val set = LinkedHashSet<T>() for (item in this) set.add(item) return set }`

`public fun <T> Sequence<T>.count(): Int { var count = 0
for (item in this) count++
return count }`

`public fun <T> Sequence<T>.maxOrNull(): T? { val iterator = iterator()
if (!iterator.hasNext()) return null
var maxElem = iterator.next()`
maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence.
 * If any values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * If any values produced by [selector] function is 'NaN', the returned result
 * is 'NaN'.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or 'NaN' if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or 'NaN' if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or 'NaN' if the sequence is empty.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
maxValue
} * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence.

* @throws NoSuchElementException if the sequence is empty.

* The operation is _terminal_.

* Since Kotlin("1.4")

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or 'null' if there are no elements.

 * The operation is _terminal_.

 * Since Kotlin("1.4")

 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R>

Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R

if (!iterator.hasNext()) throw NoSuchElementException()

var maxValue = selector(iterator.next())

while (iterator.hasNext())

val v = selector(iterator.next())

if (comparator.compare(maxValue, v) < 0) {

maxValue = v
}


return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or 'null' if there are no elements.

 * The operation is _terminal_.

 * Since Kotlin("1.4")

 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R>

Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R?

if (!iterator.hasNext()) return null

var maxValue = selector(iterator.next())

while (iterator.hasNext())

val v = selector(iterator.next())

if (comparator.compare(maxValue, v) < 0) {

maxValue = v
}


return maxValue
}

/**
 * Returns the largest element or 'null' if there are no elements.

 * If any of elements is 'NaN' returns 'NaN'.

 * The operation is _terminal_.

 * Since Kotlin("1.4")

 */
@SinceKotlin("1.4")
public fun Sequence<Double>.maxOrNull(): Double? {

val iterator = iterator()

if (!iterator.hasNext()) return null

var max = iterator.next()

while (iterator.hasNext()) {

val e = iterator.next()

max = maxOf(max, e)

}

return max
}

/**
 * Returns the largest element or 'null' if there are no elements.

 * If any of elements is 'NaN' returns 'NaN'.

 * The operation is _terminal_.

 * Since Kotlin("1.4")

 */
@SinceKotlin("1.4")
public fun Sequence<Float>.maxOrNull(): Float? {

val iterator = iterator()

if (!iterator.hasNext()) return null

var max = iterator.next()

while (iterator.hasNext()) {

val e = iterator.next()

max = maxOf(max, e)

}

return max
}

/**
 * Returns the largest element or 'null' if there are no elements.

 * @sample samples.collections.Collections.Aggregates.maxWithOrNull

 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {

val iterator = iterator()

if (!iterator.hasNext()) return null

var max = iterator.next()

while (iterator.hasNext()) {

val e = iterator.next()

if (max < e) max = e

}

return max
}

@Deprecated("Use maxWithOrNull instead.",

ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.maxWithOrNull(comparator: Comparator<in T>): T? {

val iterator = iterator()

if (!iterator.hasNext()) throw NoSuchElementException()

var max = iterator.next()

while (iterator.hasNext())

val v = iterator.next()

if (comparator.compare(max, v) < 0) max = v

}

return max
}

@Deprecated("Use minOrNull instead.",

ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.min(): Double? {

return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or 'null' if there are no elements.

 * The operation is _terminal_.

 * Since Kotlin("1.4")

 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? {

val iterator = iterator()

if (!iterator.hasNext()) throw NoSuchElementException()

var min = iterator.next()

while (iterator.hasNext())

val v = iterator.next()

if (comparator.compare(min, v) > 0) min = v

}

return min
}

@Deprecated("Use minByOrNull instead.",

ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {

val iterator = iterator()

if (!iterator.hasNext()) throw NoSuchElementException()

var min = iterator.next()

while (iterator.hasNext())

val v = iterator.next()

if (comparator.compare(min, v) > 0) min = v

}

return min
}

@Deprecated("Use minWithoutOrNull instead.",

ReplaceWith("minWithoutOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minWithoutOrNull(selector: (T) -> R): T? {

val iterator = iterator()

if (!iterator.hasNext()) throw NoSuchElementException()

var min = iterator.next()

while (iterator.hasNext())

val v = iterator.next()

if (comparator.compare(min, v) > 0) min = v

}

return min
}

@Deprecated("Use minWithOrNull instead.",

ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minWithOrNull(comparator: Comparator<in R>): T? {

val iterator = iterator()

if (!iterator.hasNext()) throw NoSuchElementException()

var min = iterator.next()

while (iterator.hasNext())

val v = iterator.next()

if (comparator.compare(min, v) > 0) min = v

}

return min
}
Comparable<R> Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minByOrNull(selector: (T) -> Double): Double? {
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minByOrNull(selector: (T) -> Float): Float? {
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): R? {
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence, * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the sequence. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * The operation is _terminal_.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@kotlin.experimental.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minE = iterator.next()
    minValue = selector(minE)
    do {
        var e = iterator.next()
        var v = selector(e)
        if (minValue > v) {
            minE = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minE
}
null

val minValue = selector(iterator.next())
while (iterator.hasNext()) {
    val v = selector(iterator.next())
    if (minValue > v) {
        minValue = v
    }
}

return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence.
 */
@throws
NoSuchElementException if the sequence is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfWith(comparator: Comparator<in T>, selector: (T) -> T): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfWithOrNull(comparator: Comparator<in T>, selector: (T) -> T): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Sequence<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}
the \index of an element and the \element itself\n * and performs the action on the element.\n *@\n * The operation is \_intermediate_ and \_stateless_.\n *@SinceKotlin("1.4")\n public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
 \n return mapIndexed { index, element -> action(index, element)\n }\n }\n
 *@\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n *@\n * Throws an exception if this sequence is empty. If the sequence can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n *@\n * and calculates the next accumulator value.\n *@\n * The operation is \_terminal_.\n *@\n * @sample collections.Collections.Aggregates.reduce\n *\n * Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
 \n val iterator = this.iterator()\n \n if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")\n \n var accumulator = S = iterator.next()\n \n while (iterator.hasNext()) {\n \n accumulator = operation(accumulator, iterator.next())\n \n }\n \n return accumulator\n }\n
 *@\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n *@\n * Returns `null` if the sequence is empty. If the sequence can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n *@\n * and calculates the next accumulator value.\n *@\n * The operation is \_terminal_.\n *@\n * @sample samples.collections.Collections.Aggregates.reduceIndexed\n *\n * Sequence<T>.reduceIndexed(operation: (index: Int) -> Unit, acc: S, T) -> S: S {
 \n val iterator = this.iterator()\n \n if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")\n \n var accumulator = operation(\n \n checkIndexOverflow(index++), accumulator, iterator.next())\n \n var index = 1\n \n while (iterator.hasNext()) {\n \n accumulator = operation(accumulator\n \n checkIndexOverflow(index++), accumulator, iterator.next())\n \n }\n \n return accumulator\n }\n
 *@\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n *@\n * Note that `acc` value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n *@\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n *@\n * Returns `null` if the sequence is empty.\n *@\n * The operation is \_intermediate_ and \_stateless_.\n *@\n * @sample samples.collections.Collections.Aggregates.runningFold\n *\n * Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R):
Sequence<R> { return sequence {
    yield(initial)
    var accumulator = initial
    for (element in this@runningFold) {
        accumulator = operation(accumulator, element)
        yield(accumulator)
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulate value.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (T, R) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.runningFoldIndexed
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.runningFoldIndexed(initial: T, operation: (T, Int, R) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, S> Sequence<T>.runningReduceIndexed(operation: (Int, T, S) -> S): Sequence<S> {
    return sequence {
        index = 1
        accumulator = initial
        while (iterator.hasNext()) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
            yield(accumulator)
            index++
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scan(initial: R, operation: (R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scan(initial: R, operation: (R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}
* otherwise it would affect the previous value in resulting sequence.\n* The [initial] value should also be immutable
(should not be mutated)\n* as it may be passed to [operation] function later because of sequence's lazy nature.\n* \n* @param [operation] function that takes the index of an element, current accumulator value\n* and the \n* element itself, and calculates the next accumulator value.\n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.Collections.Aggregates.scan

/*@SinceKotlin("1.4")*/'@WasExperimental(ExperimentalStdlibApi::class)\n
    {\n    return runningFoldIndexed(initial, operation)\n    }\n
ReplaceWith("runningReduce(operation())"); level = DeprecationLevel.ERROR\n
/*@SinceKotlin("1.3")*/'@ExperimentalStdlibApi\n
public fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S>
    {\n    return runningReduce(operation)\n    }\n
ReplaceWith("runningReduceIndexed(operation())"); level = DeprecationLevel.ERROR\n
/*@SinceKotlin("1.3")*/'@ExperimentalStdlibApi\n
@Deprecated("Use runningReduce instead.",\n    ReplaceWith("runningReduce(operation())"), level = DeprecationLevel.ERROR)\n
public fun <T, R>
    Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: R, T) -> R): Sequence<R> \n    {
    return runningReduceIndexed(operation)\n    }\n
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n * The operation is _terminal_.\n*/
public inline fun <T>
    Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n * The operation is _terminal_.\n*/
public inline fun <T>
    Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \n*[selector] function applied to each element in the sequence.\n* The operation is _terminal_.\n*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfDouble")@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double)\n    : Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \n*[selector] function applied to each element in the sequence.\n* The operation is _terminal_.\n*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \n*[selector] function applied to each element in the sequence.\n* The operation is _terminal_.\n*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \n*[selector] function applied to each element in the sequence.\n* The operation is _terminal_.\n*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@kotlin.experimental.UnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \n*[selector] function applied to each element in the sequence.\n* The operation is _terminal_.\n*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
an original collection containing all the non-null elements, throwing an IllegalArgumentException if there are any null elements.

* The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T : Any>
Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T, R>
Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true).map { it.transform() }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    if (isNotEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.filterNot { it in other }.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any?): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

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    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

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        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
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    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
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    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

```kotlin
operator fun <T> Sequence<T>.minus(elements: Any): Sequence<T> {
    if (elements is Array<out T> || elements is Sequence<out T>)
        return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```
override fun iterator(): Iterator<T> {
    if (other.isEmpty())
        return this@minus.iterator()
    else
        return this@minus.filterNot { it in other }.iterator()
}

/**
 * Returns a sequence containing all the elements of the original sequence
 * without the first occurrence of the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return this@minus.filterNot { it in element }.iterator()
}

/**
 * Splits the original sequence into pairs of lists.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then
 * the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence containing all elements of the original sequence and then
 * all elements of the given [elements] array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of the original sequence and then
 * all elements of the given [elements] collection.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then
 * all elements of the given [elements] sequence.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then
 * the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size]
 * sliding along this sequence with the given [step], where each
 * snapshot is a list.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false) { it in this }.asSequence()
}

/**
 * Returns a sequence of results of applying the given [transform] function to
 * each list representing a view over the window of the given [size] sliding
 * along this sequence with the given [step], where each
 * snapshot is a list.
 */
    return windowedSequence(size, step, partialWindows, reuseBuffer = false) { it in this }.asSequence()
}

---

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partialWindows controls whether or not to keep partial windows in the end if any. By default `false` which means partial windows won't be preserved.

```kotlin
@sample samples.collections.Sequences.Transformations.averageWindows
@sample @SinceKotlin("1.2")
unpublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> { /* Returns a sequence of values built from the elements of 'this' sequence and the [other] sequence with the same index. */ return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform) }

/**
 * Samples the given sequence and yield the sample every `size` elements.
 * @sample samples.collections.Sequences.Transformations.zip
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.sample(size: Int): Sequence<T> {
    return Sequence { var current = iterator().next(); while (iterator.hasNext()) yield(transform(current, iterator.next()))
    } current = iterator().next();
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to an each pair of two adjacent elements in this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 */
public fun <T> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence { var current = iterator().next(); while (iterator.hasNext()) yield(transform(current, iterator.next()))
    } return current;
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 */
@sample samples.collections.Sequences.Transformations.zip
@public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 */
@sample samples.collections.Sequences.Transformations.zip
@public fun <T, R> Sequence<T>.zipWithTransform(transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform) }

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 */
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(separator) if (limit < 0 || count <= limit) { buffer.appendElement(element, transform) } else break
    } return buffer.toString() + truncated + postfix
}
```

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public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
== element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * elements array.
 * The returned set preserves the element iteration order of the original set.
 * The elements array may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] array may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> minus(elements: Array<T>): Set<T> {
    val result = LinkedHashSet<T>((this)
        .removeAll(elements)
        .toSet())
    if (other.isEmpty())
        return this.toSet()
    if (other is
    return other.filterNotTo(LinkedHashSet<T>(this)) { it in other }
    return result.addAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * elements collection.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> minus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(
        (this)
            .removeAll(elements)
            .toSet())
    if (other.isEmpty())
        return this.toSet()
    if (other is
    return result.addAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
 * elements sequence.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> minus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(
        (this)
            .removeAll(elements)
            .toSet())
    if (other.isEmpty())
        return this.toSet()
    if (other is
    return result.addAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given 
 * element.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given 
 * element if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> plusElement(element: T): Set<T> {
    return plus(element)
}

/**
 * Returns a set containing all elements of the original set and the given 
 * elements array,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] array may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set and the given 
 * elements array,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
public <T> Set<T> plusElements(Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(
        (this)
            .addAll(elements)
            .toSet())
    if (other.isEmpty())
        return this.toSet()
    if (other is
    return result.addAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set and then the given 
 * element if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] array may be converted to a [HashSet] to speed up the operation,
 * thus the elements are required to have a correct and stable implementation of `hashCode()`
 * that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set and the given 
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 * element if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] array may be converted to a [HashSet] to speed up the operation,
CharSequence.elementAt(index: Int): Char

```kotlin
/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 */
public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```kotlin
/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
    }
    return -1
}
```

```kotlin
/**
 * Returns the last character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}
```

```kotlin
/**
 * Returns the last character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}
```

```kotlin
/**
 * Returns the last character, or `null` if the [index] is out of bounds of this char sequence.
 */
public fun CharSequence.lastOrNull(): Char? {
    return if (isEmpty()) null else this[length - 1]
}
```

```kotlin
/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
/**
 * Returns first character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun CharSequence.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[0]
}
```

```kotlin
/**
 * Returns the first character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}
```

```kotlin
/**
 * Returns the first character, or `null` if the char sequence is empty.
 */
public fun CharSequence.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}
```

```kotlin
/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 */
public inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
/**
 * Returns a random character from this char sequence.
 */
public fun * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun Random.nextChar(): Char {
    return this[Random.nextInt(length)]
}
```
substring(0, index + 1)
    return ""
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].
 * 
 * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 * 
 * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * 
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(index, element))
            destination.append(element)
    }
    return destination
}

/**
 * Appends all characters not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (index in 0 until length) {
        val element = get(index)
        if (!predicate(element))
            destination.append(element)
    }
    return destination
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the specified range of [indices].
 * 
 * @param [indices] range of indices to slice
 * @sample samples.text.Strings.slice
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing only those characters from the original string that do not match the specified range of [indices].
 * 
 * @param [indices] range of indices to slice
 * @sample samples.text.Strings.slice
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].
 * 
 * @param [indices] range of indices to slice
 * @sample samples.text.Strings.slice
 */
public fun(CharSequence: CharSequence, indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    var destination = StringBuilder()
    if (indices.isEmpty()) return destination
    return destination
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].
 * 
 * @param [indices] range of indices to slice
 * @sample samples.text.Strings.slice
 */
public fun(String: String, indices: Iterable<Int>): String {
    val size = indices.collectionSizeOrDefault(10)
    var destination = StringBuilder()
    if (indices.isEmpty()) return destination
    return destination
}
val result = StringBuilder(size)
  for (i in indices) {
    result.append(get(i))
  }
  return result
}

/**
 * Returns a string containing characters from the original string at specified [indices].
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
  return subSequence((this as CharSequence).slice(indices).toSet().size)
}

/**
 * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.
 */
@kotlin.internal.InlineOnly
public inline fun String.take(n: Int): String {
  if (n >= 0) {
    return substring(0, n.coerceAtMost(length))
  }
  return this
}

/**
 * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.
 */
@kotlin.internal.InlineOnly
public inline fun String.takeLast(n: Int): String {
  if (n >= 0) {
    return substring(length - n.coerceAtMost(length))
  }
  return this
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
  for (index in lastIndex downTo 0) {
    if (!predicate(this[index])) {
      return subSequence(index + 1, length)
    }
  }
  return subSequence(0, length)
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].
 */
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
  for (index in lastIndex downTo 0) {
    if (!predicate(this[index])) {
      return substring(index + 1)
    }
  }
  return this
}

/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
  for (index in 0 until length) {
    if (!predicate(get(index))) {
      return subSequence(0, index)
    }
  }
  return subSequence(0, length)
}

/**
 * Returns a string containing the first characters that satisfy the given [predicate].
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
  for (index in 0 until length) {
    if (!predicate(get(index))) {
      return substring(0, index)
    }
  }
  return this
}

/**
 * Returns a char sequence in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
  return this.reversed
}

/**
 * Returns a string in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
  return (this as CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
  val capacity = mapCapacity(length).coerceAtMost(16)
  return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.reverse(): String {
  return this.reversed()

mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity),
    keySelector) * Returns a [Map] containing the values provided by [valueTransform] and indexed by
    [keySelector] functions applied to characters of the given char sequence. * If any two characters would have
    the same key returned by [keySelector] the last one gets added to the map. * The returned map preserves the
    entry iteration order of the original char sequence. * * @sample
    samples.text.Strings.associateByWithValueTransform

    CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> { * val capacity = mapCapacity(length).coerceAtLeast(16) * return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform) * Populates and returns the [destination] mutable map with key-value
    pairs. * * If any two characters would have the same key returned by [keySelector] the last one gets added to the
    map. * * @sample
    samples.text.Strings.associateByTo

    @SinceKotlin("1.3")
    CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> { * val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16)) * return associateWithTo(result,
    valueSelector) * Populates and returns the [destination] mutable map with key-value pairs. * * Where key is provided by the
    [valueSelector] function and value is provided by the [valueTransform] function applied to characters of the
    given char sequence. * * If any two characters would have the same key returned by [keySelector] the last one gets added to the
    map. * * @sample
    samples.text.Strings.associateWithTo

    @SinceKotlin("1.3")
    CharSequence.toCollection(destination: C): C { * for (item in this) * return destination.add(item) * } * Returns a new [HashSet] of all characters. * * @sample
    samples.text.Strings.toCollection

    @SinceKotlin("1.3")
    CharSequence.toMutableList(): MutableList<Char> { * return toCollection(ArrayList<Char>(length)) * } * Returns a [MutableList] filled with all characters of this char sequence. * * @sample
    samples.text.Strings.toMutableList

    @SinceKotlin("1.3")
    CharSequence.toSet(): Set<Char> { * return toCollection(HashSet<Char>(result(128))) * } * Returns a [Set] of all characters. * * @sample
    samples.text.Strings.toSet
sequence.
 */
public fun CharSequence.toSet(): Set<Char> { return when (length) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else -> toCollection(LinkedHashSet<Char>(mapCapacity(length.coerceAtMost(128))))
}
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.flatMap
 */
@kotlin.jvm.JvmName("flatMapIndexed")
public inline fun <R> CharSequence.flatMapIndexed(transform: (Char, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each character
 * and its index in the original char sequence, to the given [destination].
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.flatMapIndexedTo
 */
@kotlin.jvm.JvmName("flatMapIndexed Iterable")
public inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (Char, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(element, index++)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.groupBy
 */
@kotlin.jvm.JvmName("groupByTo")
public inline fun <K, M : MutableMap<in K, List<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence
 * by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
@kotlin.jvm.JvmName("groupByKeysAndValuesTo")
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByKeysAndValuesTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.flatMap
 */
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> CharSequence.flatMapTo(destination: R, transform: (Char) -> Iterable<R>): R {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function
 * applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.groupBy
 */
@kotlin.jvm.JvmName("groupBy")
public inline fun <K, M : MutableMap<in K, List<Char>>> CharSequence.groupBy(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence
 * by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @param characters
 * @param index
 * @param destination
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
@kotlin.jvm.JvmName("groupByKeysAndValues")
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByKeysAndValues(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
        destination.addAll(list)
    }
    return destination
}
valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
fold operations * using the specified [keySelector] function to extract a key from each character.
 * @param @sample samples.collections.Grouping.groupingByEachCount */
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function * to each character in the original char sequence.
 * @param @sample samples.text.Strings.map*/
CharSequence.map(transform: (Char) -> R): List<R> {
    return mapToArray(List<R>(length), transform) *
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function * to each character and its index in the original char sequence.
 * @param @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param @sample samples.collections.Collections.Transformations.mapNotNull*/
CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {
    return mapNotNullToList(ArrayList<R>(), transform) *
}

/**
 * Applies the given [transform] function to each character and the character itself
 * and returns the result of the transform applied to the character.
 * @param @sample samples.collections.Collections.Transformations.mapIndexed*/
CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedToArray(List<R>(length), transform) *
}

/**
 * Applies the given [transform] function to each character and the character itself
 * and returns the result of the transform applied to the character.
 * @param @sample samples.collections.Collections.Transformations.mapIndexedNotNull*/
CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullToArray(ArrayList<R>(), transform) *
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].
 * @param @sample samples.collections.Collections.Transformations.mapIndexedNotNullTo*/
CharSequence.mapIndexedNotNullTo(destination: Collection<R>, transform: (index: Int, Char) -> R?): Collection<R> {
    for (item in this) {
        transform(index, item)?.let { destination.add(it) }
    }
    return destination
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].
 * @param @sample samples.collections.Collections.Transformations.mapIndexedTo*/
CharSequence.mapIndexedTo(destination: Collection<R>, transform: (index: Int, Char) -> R): Collection<R> {
    for (item in this) {
        destination.add(transform(index, item))
    }
    return destination
}

/**
 * Applies the given [transform] function to each character in the original char sequence
 * and appends only the non-null results to the given [destination].
 * @param @sample samples.collections.Collections.Transformations.mapNotNullTo*/
CharSequence.mapNotNullTo(destination: Collection<R>, transform: (Char) -> R?): Collection<R> {
    for (element in this) {
        transform(element)?.let { destination.add(it) }
    }
    return destination
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].
 * @param @sample samples.collections.Collections.Transformations.mapTo*/
CharSequence.mapTo(destination: Collection<R>, transform: (Char) -> R): Collection<R> {
    for (item in this) {
        destination.add(transform(item))
    }
    return destination
}
samples.collections.Collections.Aggregates.any

```kotlin
/*
 * @param predicate - function that takes an element of this and returns `true` if it matches the given condition.
 */
public fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if at least one character matches the given [predicate].
 */
public fun CharSequence.any(predicate: Char.() -> Boolean): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right. *
 * Returns the specified [initial] value if the char sequence is empty. *
 */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left. *
 * Returns the specified [initial] value if the char sequence is empty. *
 */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
/**
 * Performs the given [action] on each character. *
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
/**
 * Performs the given [action] on each character, providing sequential index with the character. *
 * @param action - function that takes the index of a character and the character itself and performs the action on the character. *
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = first()
    var lastIndex = 0
    for (i in 1..lastIndex) {
        if (selector(get(i)) > selector(get(lastIndex))) {
            maxElem = get(i)
            lastIndex = i
        }
    }
    return maxElem
}
```

```kotlin
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```

```kotlin
samples.collections.Collections.Aggregates.any
```
applied to each character in the char sequence.

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws NoSuchElementException if the char sequence is empty.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public @JvmName("maxOf") @kotlin.experimental.ExperimentalTypeInference inline fun CharSequence.

maxOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public @JvmName("maxOf") @kotlin.experimental.ExperimentalTypeInference inline fun CharSequence.

maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public @JvmName("maxOf") @kotlin.experimental.ExperimentalTypeInference inline fun CharSequence.

maxOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function. Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public @JvmName("maxOf") @kotlin.experimental.ExperimentalTypeInference inline fun CharSequence.

maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
function applied to each character in the char sequence or `null` if there are no characters.

```kotlin
CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    return null
}
```

Returns the largest character or `null` if there are no characters.

```kotlin
CharSequence.maxOrNull(): Char? {
    return null
}
```

Returns the largest character.

```kotlin
CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    return null
}
```

Returns the first character having the largest value according to the provided comparator or `null` if there are no characters.

```kotlin
CharSequence.min(): Char? {
    return null
}
```

Returns the smallest character.

```kotlin
CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {
    return null
}
```

Returns the first character yielding the smallest value of the given function or `null` if there are no characters.

```kotlin
CharSequence.minOf(selector: (Char) -> Double): Double {
    return null
}
```

Returns the smallest value among all values produced by function when applied to each character in the char sequence.

```kotlin
CharSequence.minOf(selector: (Char) -> Float): Float {
    return null
}
```

Returns the smallest value among all values produced by function when applied to each character in the char sequence.

```kotlin
CharSequence.minOf(selector: (Char) -> R): R {
    return null
}
```

Returns the smallest value among all values produced by function when applied to each character in the char sequence.
characters.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.

* * *

Returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.

* * *

Returns `true` if no characters match the given [predicate].

* * *

Performs the given [action] on each character and returns the char sequence itself.
afterwards.\n*\n@SinceKotlin("1.1")\npublic inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S
{\n    return apply { for (element in this) action(element) }\n}***\n* Performs the given [action] on each character, providing sequential index with the character,\n* and returns the char sequence afterwards.\n*\n@param [action] function that takes the index of a character and the character itself\n* and performs the action on the character.\n*\n@SinceKotlin("1.4")\npublic inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S
{\n    return apply { forEachIndexed(action) }\n}***\n* Accumulates value starting with the first character and applying [operation] from left to right\n* to current accumulator value and each character.\n*\n* Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes the index of a character, current accumulator value and the character itself,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\nCharSequence.reduce(operation: (acc: Char, Char) -> Char): Char
{\n    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}***\n* Accumulates value starting with the first character and applying [operation] from left to right\n* to current accumulator value and each character with its index in the original char sequence.\n*\n* Returns `null` if the char sequence is empty.\n* \n* @param [operation] function that takes the index of a character, current accumulator value and the character itself,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceIndexed\nCharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char
{\n    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}***\n* Accumulates value starting with the first character and applying [operation] from left to right\n* to current accumulator value and each character with its index in the original char sequence.\n*\n* Returns `null` if the char sequence is empty.\n* \n* @param [operation] function that takes the index of a character, current accumulator value and the character itself,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceIndexedOrNull\nCharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char
{\n    if (isEmpty()) return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}***\n* Accumulates value starting with the first character and applying [operation] from left to right\n* to current accumulator value and each character.\n*\n* Returns `null` if the char sequence is empty.\n* \n* @param [operation] function that takes the index of a character, current accumulator value and the character itself,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRight\nCharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char
{\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n    var accumulator = get(index - 1)\n    while (index != 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}***\n* Accumulates value starting with the last character and applying [operation] from right to
left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n * please use \n * \n * function that takes the index of a character, the character itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @param operation \n * \n * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@publication inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying \n * \n * @param operation \n * \n * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun CharSequence.runningReduce(initial: Char, operation: (Char, Char) -> Char): List<Char> {
    val result = ArrayList<Char>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> { 
    if (isEmpty()) return emptyList() 
    var accumulator = this[0] 
    val result = ArrayList<Char>(this.length).apply { add(accumulator) } 
    for (index in 1 until length) { 
        accumulator = operation(accumulator, this[index]) 
        result.add(accumulator) 
    } 
    return result 
} 

/** 
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence. 
 * Note that 'acc' value passed to [operation] function should not be mutated: it otherwise would affect the previous value in resulting list. 
 * @param [operation] function that takes the index of a character, current accumulator value and a character. 
 * @sample samples.collections.Collections.Aggregates.runningReduceIndexed */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public inline fun <R> 
CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> { 
    return runningFold(initial, operation) 
} 

/** 
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence. 
 * @sample samples.collections.Collections.Aggregates.sumOf */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution 
ByLambdaReturnType 
@kotlin.jvm.JvmName("sumOfDouble") 
@kotlin.internal.InlineOnly 
public inline fun 
CharSequence.sumOf(selector: (Char) -> Double): Double { 
    var sum: Double = 0.toDouble() 
    for (element in this) { 
        sum += selector(element) 
    } 
    return sum 
}
function applied to each character in the char sequence.

// Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> Int): Int { var sum: Int = 0.toInt() for (element in this) { sum += selector(element) } return sum } * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.

// Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long { var sum: Long = 0.toLong() for (element in this) { sum += selector(element) } return sum } * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.

// Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> UInt): UInt { var sum: UInt = 0.toUInt() for (element in this) { sum += selector(element) } return sum } * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.

// Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> ULong): ULong { var sum: ULong = 0.toULong() for (element in this) { sum += selector(element) } return sum } * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.

// Since Kotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> { return windowed(size, size, partialWindows = true) } * Splits this char sequence into a list of strings each not exceeding the given [size]. The last string in the resulting list must have less characters than the given [size]. @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence. * * @sample samples.text.Strings.chunked

// Since Kotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> { return windowed(size, size, partialWindows = true, transform = transform) } * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to each. * * @return list of results of the [transform] applied to each char sequence. * * @sample samples.text.Strings.chunkedTransform

// Since Kotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> { return windowed(size, size, partialWindows = true) } * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to each. * * @return list of results of the [transform] applied to each char sequence. * * @sample samples.collections.Collections.Transformations.chunked

// Since Kotlin("1.2")
public fun CharSequence.chunkedToSequence(size: Int, transform: (CharSequence) -> R): Sequence<String> { return windowed(size, size, partialWindows = true, transform = transform) } * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to each. * * @return list of results of the [transform] applied to each char sequence. * * @sample samples.text.Strings.chunkedTransformToSequence

// Since Kotlin("1.2")
public fun CharSequence.splitToSequence(size: Int): Sequence<String> { return chunkedSequence(size) { it.toString() } } * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to each. * * @return list of results of the [transform] applied to each char sequence. * * @sample samples.collections.Collections.Transformations.chunked

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sequence into pair of char sequences,
where `first` char sequence contains characters for which `predicate` yielded `true`, `second` char sequence contains characters for which `predicate` yielded `false`.

@sample samples.text.Strings.partition

*/
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings,
 * where `first` string contains characters for which `predicate` yielded `true`, `second` string contains characters for which `predicate` yielded `false`.
 * @sample samples.text.Strings.partition
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given size sliding along this char sequence with the given step, where each snapshot is a string.
 * Several last strings may have less characters than the given size. Both size and step must be positive and can be greater than the number of elements in this char sequence.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last char sequences may have less characters than the given size.
 * Both size and step must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 */
@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a list of results of applying the given transform function to an each char sequence representing a view over the window of the given size sliding along this char sequence with the given step.
 * Several last strings may have less characters than the given size.
 * Both size and step must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step
    if (thisSize % step == 0) resultCapacity = 0
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val end = index + size
        val coercedEnd = if (partialWindows) thisSize else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a sequence of snapshots of the window of the given size sliding along this char sequence with the given step.
 * Several last strings may have less characters than the given size.
 * Both size and step must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param partialWindows won't be preserved if size is a multiple of the step
 */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices) if (!predicate(this[index]))
        return subSequence(index, length)
    return ""
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.
 */
public fun CharSequence.trim(vararg chars: Char): CharSequence = trimStart { it in chars }

/**
 * Returns a string having leading characters from the [chars] array removed.
 */
public fun String.trimStart(vararg chars: Char): String = trimStart { it in chars }

/**
 * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.
 */
public fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }

/**
 * Returns a string having trailing characters from the [chars] array removed.
 */
public fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.
 */
public fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

/**
 * Returns a string having leading and trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(): String = (this as CharSequence).trim().toString()

/**
 * Returns a sub sequence of this char sequence having trailing whitespace removed.
 */
public fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()
consisting of ‘this’ char sequence appended with [padChar] as many times
* @sample samples.text.Strings.padEnd
* @public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): String
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less
 * than the [length] specified. Space is used by default.
 * @return Returns a string of length at least [length]
 * consisting of ‘this’ string appended with [padChar] as many times
 * as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less
than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return
sb.toString() * Pads the string to the specified [length] at the end with the specified character or space.
* @sample samples.text.Strings.padEnd
*/
public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is
 * either `null` or empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 * @sample samples.text.Strings.stringIsEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this char sequence is not empty.
 * @sample samples.text.Strings.stringIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this char sequence is not empty and contains
 * some characters except of whitespace characters.
 * @sample samples.text.Strings.stringIsNotBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns `true` if this nullable char sequence is either
 * `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it's not empty
 * or the result of calling [defaultValue] function if the char sequence is empty.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling [defaultValue] otherwise.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this char sequence has Unicode surrogate pair at the specified [index].
 */
@public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return (index < length) && this[index].isHighSurrogate()
}

1)\n\n/**
 * Returns a subsequence of this char sequence.
 *
 * This extension is chosen only for invocation with old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n *
 * @param startIndex the start index (inclusive).\n * @param endIndex the end index (exclusive). \n * If not specified, the length of the char sequence is used.\n *
 * @kotlin.internal.InlineOnly\n @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning\n @Deprecated("Use parameters named start and end Index.") , ReplaceWith("subSequence(startIndex = start, endIndex = end)")\n */\n@OptIn(ExperimentalStdlibApi::class)\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String {
    if (endIndex < startIndex) \n        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    val sb = StringBuilder()\n    sb.appendRange(this, 0, startIndex) \n    sb.append(replacement) \n    sb.appendRange(this, startIndex + 1, endIndex - startIndex) \n    return sb.toString()\n}

/**
 * Returns a substring of this string from the specified range.
 */\npublic fun IntRange.substring(range: IntRange): String = \n    substring(range.start, range.endInclusive + 1)\n
/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 */\n@OptIn(ExperimentalStdlibApi::class)\npublic inline fun CharSequence.replace\n @param start the start index (inclusive).\n @param endIndex the end index (exclusive).\n If not specified, the length of the char sequence is used.\n *
 @kotlin.internal.InlineOnly\n @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning\n @Deprecated("Use parameters named start and end Index.") , ReplaceWith("subSequence(startIndex = start, endIndex = end)")\n */\n@OptIn(ExperimentalStdlibApi::class)\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String {
    if (endIndex < startIndex) \n        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    val sb = StringBuilder()\n    sb.appendRange(this, 0, startIndex) \n    sb.append(replacement) \n    sb.appendRange(this, startIndex + 1, endIndex - startIndex) \n    return sb.toString()\n}
the [suffix].

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.
* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.

* An 

* Otherwise returns this string unchanged.
The replacement string *can* consist of any combination of literal text and $-substitutions. To treat the replacement string *literally* escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the given replacement expression, with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement for that match.
 * @param replacement The replacement string, which may include literal as well as $-substitutions.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> String): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression in this char sequence with the specified replacement expression.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String =
    regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified char.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified char.
 */
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[lastIndex].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence starts with the specified prefix.
 * @param ignoreCase `true` to ignore case when matching a character. By default `false`.
 */
public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this char sequence ends with the specified suffix.
 * @param ignoreCase `true` to ignore case when matching a character. By default `false`.
 */
public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns the longest string `prefix` such that this char sequence and another char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * @param ignoreCase `true` to ignore character case when matching a character. By default false.
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)

    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }

    return if (this.hasSurrogatePairAt(i - 1) &&
        other.hasSurrogatePairAt(i - 1)) {
        return subSequence(0, i).toString()
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    return
}

/**
 * Returns the longest string `suffix` such that this char sequence and another char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * @param ignoreCase `true` to ignore character case when matching a character. By default false.
 */
public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength &&
        this[i].equals(other[i], ignoreCase)) {
        i++
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    return if (this[i].equals(other[i], ignoreCase)) {
        return if (this[0].equals(other[0], ignoreCase)) {
            return subSequence(0, i).toString()
        } else {
            return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
        }
    }

    return
}
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Avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from

* the end

occurrence of matched string from [strings] and the string matched or `null` if none of [strings] are found.

To avoid character case when matching a string. By default `false`.

* @return A pair of an index of the first occurrence of any of the specified [chars] in this char sequence, `null` if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
toward the beginning of this string, and finds at each position the first element in [strings]
that matches this string at that position.

*public fun CharSequence.lastIndexOfAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
findAnyOf(strings, startIndex, ignoreCase, last = true)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.
* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from
* the beginning to the end of this string, and finds at each position the first element in [strings]
* that matches this string at that position.

*public fun
CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.
* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from
* the end toward the beginning of this string, and finds at each position the first element in [strings]
* that matches this string at that position.

*public fun
CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)

*"@param ignoreCase 'true' to ignore character case when matching a string. By default 'false'.
* @return An index of the last occurrence of the specified character from the specified
* string, starting from the specified [startIndex].

*public fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)
One or more strings to be used as delimiters.

- **public fun CharSequence.splitToSequence(vararg delimiters: String): Sequence<String>*

  * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
  * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
  * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from \n  * the beginning to the end of this string, and finds at each position the first element in
  * [delimiters] that matches this string at that position.

  *public fun CharSequence.splitToSequence(vararg delimiters: Char): Sequence<String>*

  * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
  * @param limit The maximum number of substrings to return. Zero by default means no limit is set.

  *public fun CharSequence.lineSequence(): Sequence<String>*

  * The lines returned do not include terminating line separators.

  *public fun CharSequence.lineSequence(): Sequence<String>*

  * The lines returned do not include terminating line separators.

- **public fun CharSequence.split(regex: Regex): List<String>*

  * The lines returned do not include terminating line separators.
CharSequence.lines(): List<String> = lineSequence().toList() /* Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file. */

package kotlin.text

import kotlin.js.RegExp

/**
 * Converts the characters in the specified array to a string.
 */
@SinceKotlin("1.2")
@Deprecated("Use CharArray.concatToString() instead", ReplaceWith("chars.concatToString()"))
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a string.
 */
@SinceKotlin("1.2")
@Deprecated("Use CharArray.concatToString(startIndex, endIndex) instead", ReplaceWith("chars.concatToString(startIndex, endIndex)"))
public actual fun String(chars: CharArray, offset: Int, length: Int): String {
    if (offset < 0 || length < 0 || chars.size - offset < length)
        throw IndexOutOfBoundsException("size: $chars.size; offset: $offset; length: $length")
    var result = ""
    for (index in offset until offset + length) {
        result += chars[index]
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.4")
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
@SinceKotlin("1.4")
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 *
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, size of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
@SinceKotlin("1.4")
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement character \uFFFD.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.length, throwOnInvalidSequence: Boolean = false): String {
    val size = endIndex - startIndex
    val buffer = CharBuffer(size)
    for (i in startIndex until endIndex) {
        val codePoint = this[i].toInt() and 0xFF
        if (codePoint < 0x80) {
            buffer.put((codePoint and 0x7F) or 0x00)
        } else if (codePoint < 0x800) {
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x00)
        } else if (codePoint < 0x10000) {
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x00)
        } else if (codePoint < 0x20000) {
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x00)
        } else {
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x80)
            buffer.put((codePoint and 0x7F) or 0x00)
        }
    }
    return buffer.toString()
Language contributors.* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.* Auto-generated file. DO NOT EDIT!* open source used in DNAC platform Antelope 9406
array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return false
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return false
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

/**
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULongArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) :
        this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * If [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS.
     * where the behavior is unspecified.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * If [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator =

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return false
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return false
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toInt()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

/**
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 * and Kotlin Programming Language contributors.
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class
UShortArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort>()

/**
 * Creates a new array of the specified [size], with all elements initialized to zero.
 * @param size The size of the array.
 */
internal constructor(size: Int) : this(ShortArray(size))

/**
 * Returns the number of elements in the array.
 * @param element The element to check for containment.
 */
override val size: Int get() = storage.size

/** Creates an iterator over the elements of the array. */
override operator fun iterator(): UShortIterator = Iterator(storage)

private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0
    // ... (rest of the class)
}

/**
 * Returns 1st *element* from the array.
 * @param index The index of the element to return.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * @param index The index of the element to return.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * @param index The index of the element to return.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * @param index The index of the element to return.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UCharArray.component1(): UChar {
    return get(0)
}

// More code here...

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// that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UArraysKt")
@file:kotlin.jvm.JvmPackageName("kotlin.collections.unsigned")
package kotlin.collections
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component1(): UShort {\n    return get(0)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component2(): UInt {\n    return get(1)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component2(): ULong {\n    return get(1)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component2(): UByte {\n    return get(1)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component2(): UShort {\n    return get(1)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component3(): UInt {\n    return get(2)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component3(): ULong {\n    return get(2)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component3(): UByte {\n    return get(2)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component3(): UShort {\n    return get(2)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component4(): UInt {\n    return get(3)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component4(): ULong {\n    return get(3)\n}\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component4(): UByte {\n    return get(3)\n}
UShortArray.component4(): UShort {return (get(3))}/* Returns 5th *element* from the array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UShortArray.component4(): UShort {return get(3)}* Returns 5th *element* from the array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UIntArray.component5(): UInt {return get(4)}* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun ULongArray.component5(): ULong {return get(4)}* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UByteArray.component5(): UByte {return get(4)}* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UShortArray.component5(): UShort {return get(4)}* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UIntArray.elementAt(index: Int): UInt {return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)}* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun ULongArray.elementAt(index: Int): ULong {return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)}* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UByteArray.elementAt(index: Int): UByte {return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)}* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline operator fun UShortArray.elementAt(index: Int): UShort {return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)}* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.*/

If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples_collections_Collections_Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples_collections_Collections_Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples_collections_Collections_Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples_collections_Collections_Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples_collections_Collections_Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

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UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}
[predicate], or ‘null’ if element was not found.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element))
        return element
    return null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element))
        return element
    return null
}
```

/**
 * Returns the first element matching the given [predicate], or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

/**
 * Returns the first element matching the given [predicate], or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

/**
 * Returns first index of [element], or -1 if the array does not contain element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}
```

/**
 * Returns first index of [element], or -1 if the array does not contain element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

/**
 * Returns first index of [element], or null if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```
first index of [element], or -1 if the array does not contain element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOfOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toULong()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains
```
no element matching the predicate.

* @throws [NoSuchElementException] if no such element is found.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
ULongArray.last(predicate: (ULong) -> Boolean): ULong { 
    for (index in this.indices.reversed()) { 
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.

* @throws [NoSuchElementException] if no such element is found.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte { 
    for (index in this.indices.reversed()) { 
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.

* @throws [NoSuchElementException] if no such element is found.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun
UShortArray.last(predicate: (UShort) -> Boolean): UShort { 
    for (index in this.indices.reversed()) { 
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.

* @throws [NoSuchElementException] if no such element is found.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun
UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}
val element = this[index] when (predicate(element)) return element
    return null

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.lastIndexOf(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index] when (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.random(): UInt {
    return random(Random())
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.random(): ULong {
    return random(Random())
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.random(): UByte {
    return random(Random())
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.random(): UShort {
    return random(Random())
}

/**
 * Returns a random element from this array using the specified source of randomness.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
get(random.nextInt(size)); }\n
public fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return get(random.nextInt(size)); }\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt
    {\n        var single: UInt? = null
        var found = false
        for (element in this) {
            if (predicate(element)) {
                if (found) throw IllegalArgumentException("Array contains more than one matching element.")
                single = element
                found = true
            }
        }
        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    }\n
/**
 * Returns a single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong
    {\n        var single: ULong? = null
        var found = false
        for (element in this) {
            if (predicate(element)) {
                if (found) throw IllegalArgumentException("Array contains more than one matching element.")
                single = element
                found = true
            }
        }
        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    }\n
/**
 * Returns a single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte
    {\n        var single: UByte? = null
        var found = false
        for (element in this) {
            if (predicate(element)) {
                if (found) throw IllegalArgumentException("Array contains more than one matching element.")
                single = element
                found = true
            }
        }
        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    }\n
/**
 * Returns a single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.single(predicate: (UShort) -> Boolean): UShort

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.single(predicate: (UShort) -> Boolean): UShort
    {\n        var single: UShort? = null
        var found = false
        for (element in this) {\n            if (predicate(element)) {\n                if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n                single = element\n                found = true\n            } \n        } \n        if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n    }\n```

@Suppress("UNCHECKED_CAST")

```kotlin
UShortArray.single(predicate: (UShort) -> Boolean): UShort

```
require(n >= 0) { "Requested element count $n is less than zero." } return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
`fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this) {
        if (yielding) {
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this) {
        if (yielding) {
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this) {
        if (yielding) {
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this) {
        if (yielding) {
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}
filterIndexedTo(ArrayList<ULong>(), predicate)\n\n* Returns a list containing only elements matching the given [predicate].\n* \n* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* \n* @sample

samples.collections.Collections.Filtering.filterIndexedToU\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UByteArray.filterIndexedTo(predicate: (index: Int, UByte) -> Boolean): List<UByte> {\n    return \n    filterIndexedTo(ArrayList<UByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UShortArray.filterIndexedTo(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n    return \n    filterIndexedTo(ArrayList<UShort>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UIntegerArray.filterIndexedTo(predicate: (index: Int, UInt) -> Boolean): List<UInteger> {\n    return \n    filterIndexedTo(ArrayList<UInteger>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

ULongArray.filterIndexedTo(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n    return \n    filterIndexedTo(ArrayList<ULong>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UByteArray.filterIndexedTo(predicate: (index: Int, UByte) -> Boolean): List<UByte> {\n    return \n    filterIndexedTo(ArrayList<UByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UShortByteArray.filterIndexedTo(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n    return \n    filterIndexedTo(ArrayList<UShortByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UIntegerByteArray.filterIndexedTo(predicate: (index: Int, UInt) -> Boolean): List<UIntegerByte> {\n    return \n    filterIndexedTo(ArrayList<UIntegerByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

ULongByteArray.filterIndexedTo(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n    return \n    filterIndexedTo(ArrayList<ULong>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UShortByteArray.filterIndexedTo(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n    return \n    filterIndexedTo(ArrayList<UShortByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UIntegerByteArray.filterIndexedTo(predicate: (index: Int, UInt) -> Boolean): List<UIntegerByte> {\n    return \n    filterIndexedTo(ArrayList<UIntegerByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

ULongByteArray.filterIndexedTo(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n    return \n    filterIndexedTo(ArrayList<ULong>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedToUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UIntegerArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {\n    return \n    filterNotToArray(ArrayList<UByte>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterNotToArrayU\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {\n    return \n    filterNotToArray(ArrayList<UShort>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterNotToArrayUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

UIntegerArray.filterNot(predicate: (UInt) -> Boolean): List<UInteger> {\n    return \n    filterNotToArrayArrayList<UInteger>()\n}

/**
 * Returns a list containing all elements not matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterNotToArrayUno\n
*\n* @SinceKotlin("1.3")\n* @ExperimentalUnsignedTypes\n* @kotlin.internal.InlineOnly\n* @public inline fun

ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {\n    return \n    filterNotToArrayArrayList<ULong>()\n}
samples.collections.Collections.Filtering.filter

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> \texttt{\{_return\texttt{\textbackslash n}filterNotTo(ArrayList\texttt{<UByte>>(\texttt{)},\texttt{predicate))\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Returns a list containing all elements not matching the given [predicate].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filter

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> \texttt{\{_return\texttt{\textbackslash n}filterNotTo(ArrayList\texttt{<UShort>>(\texttt{)},\texttt{predicate))\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements not matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (!predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements not matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (!predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements not matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (!predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements not matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (!predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements not matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

*\texttt{@SinceKotlin("1.3"\texttt{\textbackslash n}@\texttt{@ExperimentalUnsignedTypes\textbackslash n}@kotlin.internal.InlineOnly\texttt{\textbackslash n}public inline fun\texttt{\textbackslash n}UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C \texttt{\{_for\texttt{\textbackslash n}(element in this) if (predicate(element)) destination.add(element)\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\textbackslash n}}\texttt{\textbackslash n}**\texttt{\n}* Appends all elements matching the given [predicate] to the given [destination].\texttt{\textbackslash n} * \texttt{\textbackslash n} * \texttt{\textbackslash n} samples.collections.Collections.Filtering.filterTo

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*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: IntRange):
List<UInt> {\n    if (indices.isEmpty()) return ListOf<UInt>() \n    return copyOfRange(indices.start, indices.endInclusive + 1).asList<UInt>() \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: IntRange):
List<ULong> {\n    if (indices.isEmpty()) return ListOf<ULong>() \n    return copyOfRange(indices.start, indices.endInclusive + 1).asList<ULong>() \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: IntRange):
List<UByte> {\n    if (indices.isEmpty()) return ListOf<UByte>() \n    return copyOfRange(indices.start, indices.endInclusive + 1).asList<UByte>() \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: IntRange):
List<UShort> {\n    if (indices.isEmpty()) return ListOf<UShort>() \n    return copyOfRange(indices.start, indices.endInclusive + 1).asList<UShort>() \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: Iterable<Int>):
List<UInt> {\n    val size = indices.collectionSizeOrDefault(10) \n    if (size == 0) return emptyList<UInt>() \n    val list = ArrayList<UInt>(size) \n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: Iterable<Int>):
List<ULong> {\n    val size = indices.collectionSizeOrDefault(10) \n    if (size == 0) return emptyList<ULong>() \n    val list = ArrayList<ULong>(size) \n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: Iterable<Int>):
List<UByte> {\n    val size = indices.collectionSizeOrDefault(10) \n    if (size == 0) return emptyList<UByte>() \n    val list = ArrayList<UByte>(size) \n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: Iterable<Int>):
List<UShort> {\n    val size = indices.collectionSizeOrDefault(10) \n    if (size == 0) return emptyList<UShort>() \n    val list = ArrayList<UShort>(size) \n    for (index in indices) {\n        list.add(get(index))\n    }\n    return list \n
*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices: Collection<Int>):
UIntArray {\n    return UIntArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sliceArray(indices: Collection<Int>):
ULongArray {\n    return ULongArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sliceArray(indices: Collection<Int>):
UByteArray {\n    return UByteArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sliceArray(indices: Collection<Int>):
UShortArray {\n    return UShortArray(storage.sliceArray(indices))\n}
specified [indices] range.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
```kotlin
fun <T> takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in size downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}
```

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements of the array in the specified range in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
    shuffle(Random)
}

Randomly shuffles elements in this array in-place.

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1)
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1)
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1)
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1)
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1)
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
}

Sorts elements in the array in-place according to their natural sort order.

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1)
        sort()
        reverse()
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1)
        sort()
        reverse()
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1)
        sort()
        reverse()
}

/**
 * Sorts elements in the array in-place according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1)
        sort()
        reverse()
}

Returns a list of all elements sorted according to their natural sort order.

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted():
List<UInt> { return copyOf().apply { sort() }.asList() } // Returns an array with all elements of this array sorted according to their natural sort order.

@ExperimentalUnsignedTypes fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns an array with all elements of this array sorted according to their natural sort order.
}

@ExperimentalUnsignedTypes fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns an array with all elements of this array sorted according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns an array with all elements of this array sorted according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() } // Returns an array with all elements of this array sorted according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() } // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed() // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UIntArray.asByteArray(): ByteArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UIntArray.asList(): List<UInt> {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UByteArray.asByteArray(): ByteArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UShortArray.asList(): List<UShort> {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes expects fun UIntArray.asList(): List<UInt> {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes inline fun UByteArray.toByteArray(): ByteArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes inline fun UIntArray.toByteArray(): ByteArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes inline fun UShortArray.toByteArray(): ByteArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UIntArray.asIntArray(): IntArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun ULongArray.asIntArray(): IntArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UByteArray.asIntArray(): IntArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}

@ExperimentalUnsignedTypes fun UShortArray.asIntArray(): IntArray {
    return storage // Returns a list of all elements sorted descending according to their natural sort order.
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList():
    List<ULong>  

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList():
    List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList():
    List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a
 * signed reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two
 * specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the
 * same order.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
 warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray.contentEquals(other: UIntArray):
    Boolean {
        return this.contentEquals(other)
    }

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
 warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray):
    Boolean {
        return this.contentEquals(other)
    }

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
 warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray.contentEquals(other: UByteArray):
    Boolean {
        return this.contentEquals(other)
    }

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation
 warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray):
    Boolean {
        return this.contentEquals(other)
    }
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return this.contentToString()
}
@sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array to the [destination] and even specify the subrange so that it overlaps with the [destination] array.
 * 
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array to the [destination] and even specify the subrange so that it overlaps with the [destination] array.
 * 
 * @param destination the array to copy to, 0 by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
} * @param destination the array to copy to.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

 public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

public inline fun ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

public inline fun UByteArrayOf(): UByteArrayOf {
    return UByteArrayOf(storage.copyOf())
}

public inline fun UShortArrayOf(): UShortArrayOf {
    return UShortArrayOf(storage.copyOf())
}

public inline fun UIntArrayOf(): UIntArrayOf {
    return UIntArrayOf(storage.copyOf())
}

public inline fun UByteArrayOf(newSize: Int): UByteArrayOf {
    return UByteArrayOf(storage.copyOf(newSize))
}

public inline fun UShortArrayOf(newSize: Int): UShortArrayOf {
    return UShortArrayOf(storage.copyOf(newSize))
}

*/
/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}*/

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}*/

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}*/

Returns new array which is a copy of the specified range of the original array, inclusive to copy.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}*/

Returns a new array which is a copy of the specified range of the original array.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}*/

Returns a new array which is a copy of the specified range of the original array.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}*/

Returns a new array which is a copy of the specified range of the original array.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}*/

Returns a new array which is a copy of the specified range of the original array.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}*/

Fills this array or its subrange with the specified [element] value.

/*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Void {
    storage.fill(element, fromIndex, toIndex)
}*/

Fills this array or its subrange with the specified [element] value.
or its subrange with the specified [element] value.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*/*}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong,
fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte,
fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort,
fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArrayקודס_9434

Open Source Used In DNAC Platform Antelope 9434
fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size) * Returns an array containing all elements of the original array and then all elements of the given [elements].
    for (element in elements) result[index++] = element.toInt() * Returns an array containing all elements of the original array and then all elements of the given [elements].
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size) * Returns an array containing all elements of the original array and then all elements of the given [elements].
    for (element in elements) result[index++] = element.toLong() * Returns an array containing all elements of the original array and then all elements of the given [elements].
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size) * Returns an array containing all elements of the original array and then all elements of the given [elements].
    for (element in elements) result[index++] = element.toByte() * Returns an array containing all elements of the original array and then all elements of the given [elements].
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size) * Returns an array containing all elements of the original array and then all elements of the given [elements].
    for (element in elements) result[index++] = element.toShort() * Returns an array containing all elements of the original array and then all elements of the given [elements].
    return UShortArray(result)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}
@sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
 * the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 * 
 * @SinceKotlin("1.4")
 * @ExperimentalUnsignedTypes
 * @public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
 *     AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
 *     sortArray(this, fromIndex, toIndex)
 * }
[IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a typed object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf())
}

/**
 * Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

/**
 * Returns a [Map]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}
```
where keys are elements from the given array and values are \n * produced by the \[valueSelector\] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith

```kotlin
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V>
UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {\n    \n    val result = LinkedHashMap<UInt, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}\n*\n
\n
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V>
ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {\n    \n    val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}\n*\n
\n
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V>
UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {\n    \n    val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}\n*\n
\n
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V>
UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {\n    \n    val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}\n*\n
```

```kotlin
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {\n    \n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n*\n
```

```kotlin
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {\n    \n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n*\n
```

```kotlin
*\@Since Kotlin("1.4")\@ExperimentalUnsignedTypes\n\@kotlin.internal.InlineOnly\n\@public inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n    \n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}\n*\n
```
for (element in this) {
    destination.put(element, valueSelector(element))
} return destination

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of
 * the given array, where key is the element itself and value is provided by the [valueSelector] function applied
 * to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@sample samples.collections.Collections.Transformations.associateWithTo

/*@SinceKotlin("1.4")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@sample samples.collections.Collections.Transformations.flatMap

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@sample samples.collections.Collections.Transformations.flatMap

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@sample samples.collections.Collections.Transformations.flatMap

/*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

/*@SinceKotlin("1.4")*/
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

/*@SinceKotlin("1.4")*/
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

/*@SinceKotlin("1.4")*/
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
element of original array, to the given [destination].

```kotlin
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    var list = transform(element)
    destination.addAll(list)
    return destination
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
```

The returned map preserves the entry iteration order of the keys produced from the original array and the list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array and the list of corresponding elements.

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UIntArray.groupByKeysAndValues(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
ULongArray.groupByKeysAndValues(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UByteArray.groupByKeysAndValues(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

*@
@SinceKotlin("1.3."
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K>
UShortArray.groupByKeysAndValues(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```
with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced from the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<ULong>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UByte>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UShort>() }
        list.add(element)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V> samples.collections.Collections.Transformations.groupByKeysAndValues
```
valueTransform: (UInt) -> V): M { 'n for (element in this) { 'n val key = keySelector(element) 'n val list = destination.getOrPut(key) { ArrayList<V>() } 'n list.add(valueTransform(element)) 'n } 'n return destination 'n } 'n /**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @param 
 * @return The [destination] map.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M { 'n for (element in this) { 'n val key = keySelector(element) 'n val list = destination.getOrPut(key) { ArrayList<V>() } 'n list.add(valueTransform(element)) 'n } 'n return destination 'n } 'n /**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @param 
 * @return The [destination] map.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M { 'n for (element in this) { 'n val key = keySelector(element) 'n val list = destination.getOrPut(key) { ArrayList<V>() } 'n list.add(valueTransform(element)) 'n } 'n return destination 'n } 'n /**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @param 
 * @return The [destination] map.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M { 'n for (element in this) { 'n val key = keySelector(element) 'n val list = destination.getOrPut(key) { ArrayList<V>() } 'n list.add(valueTransform(element)) 'n } 'n return destination 'n } 'n /**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param 
 * @return The list.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> { 'n return mapTo(ArrayList<R>(size), transform) 'n } 'n /**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param 
 * @return The list.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> { 'n return mapTo(ArrayList<R>(size), transform) 'n } 'n /**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param 
 * @return The list.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> { 'n return mapTo(ArrayList<R>(size), transform) 'n } 'n /**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param 
 * @return The list.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> { 'n return mapTo(ArrayList<R>(size), transform) 'n }
given [transform] function to each element and its index in the original array. * @param [transform] function that takes the index of an element and the element itself* and returns the result of the transform applied to the element.

*  

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

<code>@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
function to each element of the original array
* and appends the results to the given [destination].

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R, C : MutableCollection<R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        return destination.add(transform(item))
    return destination
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R, C : MutableCollection<R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun ULongArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UByteArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UShortArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UIntArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun ULongArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UByteArray.any(): Boolean {
    return storage.any()
}

*\n@Since Kotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun UShortArray.any(): Boolean {
    return storage.any()
}
the given [predicate].

*\@Since Kotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes the current accumulator value
 * and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes the current accumulator value
 * and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes the current accumulator value
 * and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes the current accumulator value
 * and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
takes current accumulator value and an element, and calculates the next accumulator value.

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}
Performs the given \[\text{action}\] on each element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given \[\text{action}\] on each element, providing sequential index with the element.\n * \param \[\text{action}\] function that takes the index of an element and the element itself\n * performs the action on the element.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun
UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun
ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun
UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)
}
```

Open Source Used In DNAC Platform Antelope 9449
<R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? { return maxByOrNull(selector)[0] * Returns the first element yielding the largest value of the given function or `null` if there are no elements.

@SinceKotlin("1.4")@@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? { return maxByOrNull(selector)

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v)
            { maxElem = e
            maxValue = v
        }
    }
    return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? { return maxByOrNull(selector)

/**
 * Returns the largest value among all values produced by 
 * [selector] function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample @OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
 * ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double? {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue

/**
 * Returns the largest value among all values produced by 
 * [selector] function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample @OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
 * ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double? {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue

by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

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 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
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@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

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 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
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@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArrayList.maxOf(selector: (UByte) -> Float): Float {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
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@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArrayList.maxOf(selector: (UShort) -> Float): Float {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}

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@SinceKotlin("1.4")
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@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArrayList.maxOf(selector: (ULong) -> Float): Float {\n    val maxMap = selector(this[0])\n    for (i in 1 .. lastIndex) {\n        val v = selector(this[i])\n        maxMap = maxOf(maxMap, v)\n    }\n    return maxMap\n}
NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
val ULongArray.maxOf(selector: (ULong) -> R): R { if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
val UShortArray.maxOf(selector: (UShort) -> R): R { if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
val UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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val ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
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    return maxValue
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/**
 * Returns the largest value among all values produced by [selector] function.
 * @throws NoSuchElementException if the array is empty.
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@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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val UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
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 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

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 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
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public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
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    if (isEmpty()) return null

    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
maxValue = selector(this[0]) \n for (i in 1..lastIndex) { \n   val v = selector(this[i]) \n   if (maxValue < v) { \n     maxValue = v \n   } \n } \n return maxValue \n
/**
 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOrNull(selector: (UShort) -> R): R? { \n   if (isEmpty()) return null \n   var maxValue = selector(this[0]) \n   for (i in 1..lastIndex) { \n     val v = selector(this[i]) \n     if (maxValue < v) { \n       maxValue = v \n     } \n   } \n   return maxValue \n}

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 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOrNull(selector: (ULong) -> R): R? { \n   if (isEmpty()) return null \n   var maxValue = selector(this[0]) \n   for (i in 1..lastIndex) { \n     val v = selector(this[i]) \n     if (maxValue < v) { \n       maxValue = v \n     } \n   } \n   return maxValue \n}

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 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxOrNull(selector: (UInt) -> R): R? { \n   if (isEmpty()) return null \n   var maxValue = selector(this[0]) \n   for (i in 1..lastIndex) { \n     val v = selector(this[i]) \n     if (maxValue < v) { \n       maxValue = v \n     } \n   } \n   return maxValue \n}

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 * Returns the largest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOrNull(selector: (UShort) -> R): R? { \n   if (isEmpty()) return null \n   var maxValue = selector(this[0]) \n   for (i in 1..lastIndex) { \n     val v = selector(this[i]) \n     if (maxValue < v) { \n       maxValue = v \n     } \n   } \n   return maxValue \n}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.maxOrNull(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.maxOrNull(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxOrNull(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
public fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
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public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    return maxWithOrNull(comparator)
}
Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    return minOrNull()
}

/**
 * Returns the first element having the smallest value according to the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    return minOrNull()
}

/**
 * Returns the first element having the smallest value according to the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun IntArray.min(): Int? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun LongArray.min(): Long? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun CharArray.min(): Char? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun StringArray.min(): String? {
    return minOrNull()
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun IntArray.minBy(selector: (Int) -> Int): Int? {
    return minByOrNull(selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun LongArray.minBy(selector: (Long) -> Long): Long? {
    return minByOrNull(selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun CharArray.minBy(selector: (Char) -> Char): Char? {
    return minByOrNull(selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun StringArray.minBy(selector: (String) -> String): String? {
    return minByOrNull(selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minByOrNull(selector: (UInt) -> UInt): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v)
```kotlin
/**
 * Returns the smallest value among all values produced by 
 * [selector] function\n * applied to each element in the array.\n * \n * @sample samples.collections.Collections.Aggregates.minOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced 
 * by [selector] function\n * applied to each element in the array.\n * \n * @sample samples.collections.Collections.Aggregates.minOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced 
 * by [selector] function\n * applied to each element in the array.\n * \n * @sample samples.collections.Collections.Aggregates.minOf
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```
UShortArray.minOf(selector: (UShort) -> Double): Double

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

// Returns the smallest value among all values produced by [selector] function
// applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UintArray.minOf(selector: (UInt) -> Float): Float

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array. 

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Float): Float

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Float): Float

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Float): Float

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOf(selector: (UInt) -> R): R

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOf(selector: (ULong) -> R): R

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

// Returns the smallest value among all values produced by [selector]
// function * applied to each element in the array.

// If any of values produced by [selector] function is 'NaN',
// the returned result is 'NaN'.
// @throws NoSuchElementException if the array is empty.

/*
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolution
 */

ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> open inline fun
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function.* applied to each element in the array or `null` if there are no elements.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
function is 'NaN', the returned result is 'NaN'.

*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue-field **temp** * Returns the smallest value among all values produced by [selector] function\n applied to each element in the array or 'null' if there are no elements.\n * * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue-field **temp** * Returns the smallest value among all values produced by [selector] function\n applied to each element in the array or 'null' if there are no elements.\n * * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue-field **temp** * Returns the smallest value among all values produced by [selector] function\n applied to each element in the array or 'null' if there are no elements.\n * * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UIntArray.minOfOrNull(selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) \n minValue = v\n }\n return minValue-field **temp** * Returns the smallest value among all values produced by [selector] function\n applied to each element in the array or 'null' if there are no elements.\n * * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

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ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
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*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun
UShortArray.minOfOrNull(selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) \n minValue = v\n }\n return minValue-field **temp** * Returns the smallest value according to the provided [comparator] function\n among all values produced by [selector] function applied to each element in the array.\n * * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

*\@Since Kotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Unsignature\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R>
UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> UShortArray.minOfWith(nullOrEmpty(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> ULongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 **/ * @throws NoSuchElementException if the array is empty.

*\@SinceKotlin("1.4")*\n*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n*\@OverloadResolution

ByLambdaReturnType\n*\@ExperimentalUnsignedTypes\n*\@kotlin.internal.InlineOnly*\n*\@public inline fun <R> UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 **/ * @throws NoSuchElementException if the array is empty.
Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@Unpublished inline fun <R> UShortArray.minOfOrNull(comparator: Comparator\<in R>, selector: (UShort) -> R): R? {
    if (isNullOrEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UIntArray.minOrNull(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun ULongArray.minOrNull(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UByteArray.minOrNull(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UShortArray.minOrNull(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UByteArray.minOrNull(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the smallest element or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UShortArray.minOrNull(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UIntArray.minWithOrNull(comparator: Comparator\<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun ULongArray.minWithOrNull(comparator: Comparator\<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UByteArray.minWithOrNull(comparator: Comparator\<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UShortArray.minWithOrNull(comparator: Comparator\<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UByteArray.minWithOrNull(comparator: Comparator\<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns the first element having the smallest value according to the provided [comparator] or null if there are no elements.

```kotlin
*\@SinceKotlin("1.4")\@Unpublished fun UShortArray.minWithOrNull(comparator: Comparator\<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```
Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 *
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * 
 * @param [action] function that takes the index of an element
 * and performs the action on the element.
 * 
 * @sample DNAC.UnsignedArray,onEachIndexed
 *
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {
    return apply {
        forEachIndexed { action(it, it) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * 
 * @param [action] function that takes the index of an element
 * and performs the action on the element.
 * 
 * @sample DNAC. UnsignedArray, onEachIndexed
 *
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed { action(it, it) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * 
 * @param [action] function that takes the index of an element
 * and performs the action on the element.
 * 
 * @sample DNAC. UnsignedArray, onEachIndexed
 *
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed { action(it, it) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself
 * afterwards.
 * 
 * @param [action] function that takes the index of an element
 * and performs the action on the element.
 * 
 * @sample DNAC. UnsignedArray, onEachIndexed
 *
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed { action(it, it) }
    }
}
element and the element itself * and performs the action on the element.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed(action) *
    }
}

/**
 * Performs the given [action] on each element, providing sequential index
 * with the element, * and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) *
    }
}

/**
 * Performs the given [action] on each element, providing sequential index
 * with the element, * and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action) *
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. *
 * Throws an exception if this array is empty. If the array can be empty in an expected way, *
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, *
 * and calculates the next accumulator value. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. *
 * Throws an exception if this array is empty. If the array can be empty in an expected way, *
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, *
 * and calculates the next accumulator value. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. *
 * Throws an exception if this array is empty. If the array can be empty in an expected way, *
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, *
 * and calculates the next accumulator value. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. *
 * Throws an exception if this array is empty. If the array can be empty in an expected way, *
 * please use [reduceOrNull] instead. It returns `null` when its receiver is empty. *
 * @param [operation] function that takes current accumulator value and an element, *
 * and calculates the next accumulator value. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
1..lastIndex) {
    accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and calculates the next accumulator value.
 * @since K
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): Nullable UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and calculates the next accumulator value.
 * @since K
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and calculates the next accumulator value.
 * @since K
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and calculates the next accumulator value.
 * @since K
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and calculates the next accumulator value.
 * @since K
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline func
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): Nullable UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
return null
var accumulator = this[0]
for (index in 1..lastIndex) {
  accumulator = operation(index, accumulator, this[index])
}
return accumulator

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexedOrNonull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexedOrNonull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
  }
  return accumulator
}

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

Returns ‘null’ if the array is empty.

@sample samples.collections.Aggregates.reduceOrNull

/*@SinceKotlin("1.4.4")*/
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) ->

UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates
 * value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, use [reduceRightOrNull] instead.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates
 * value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, use [reduceRightOrNull] instead.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates
 * value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, use [reduceRightOrNull] instead.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates
 * value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, use [reduceRightOrNull] instead.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator =
get(index--) while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
} return accumulator

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, 
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@FunctionalInterface
@kotlin.internal.InlineOnly
public fun <T> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: T) -> T): T {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@FunctionalInterface
@kotlin.internal.InlineOnly
public fun <T> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: T) -> T): T {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
left\n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param 
[operation] function that takes an element and current accumulator value \n* and calculates the next accumulator \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
\*@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n
    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n
    return accumulator
}\n
/**
 * Accumulates value starting with the last element and applying [operation] from right to \n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param 
* \n* function that takes an element and current accumulator value,\n* and calculates the next accumulator \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
\*@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)

    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }

    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying \n[operation] from left to right\n* to each element and current accumulator value that starts with \n* \n* Note that `acc` value passed to \n[operation] function should not be mutated;\n* otherwise it would affect the \nprevious value in resulting list.\n* \n* @param \n* \n* function that takes current accumulator value and an \n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
\*@SinceKotlin("1.4")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }

    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \n[operation] from left to right\n* to each element and current accumulator value that starts with \n* \n* Note that `acc` value passed to \n[operation] function should not be mutated;\n* otherwise it would affect the \nprevious value in resulting list.\n* \n* @param \n* \n* function that takes current accumulator value and an \n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
\*@SinceKotlin("1.4")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

public inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }

    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \n[operation] from left to right\n* to each element and current accumulator value that starts with \n* \n* Note that `acc` value passed to \n[operation] function should not be mutated;\n* otherwise it would affect the \nprevious value in resulting list.\n* \n* @param \n* \n* function that takes current accumulator value and an \n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
\*@SinceKotlin("1.4")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }

    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \n[operation] from left to right\n* to each element and current accumulator value that starts with \n* \n* Note that `acc` value passed to \n[operation] function should not be mutated;\n* otherwise it would affect the \nprevious value in resulting list.\n* \n* @param \n* \n* function that takes current accumulator value and an \n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
\*@SinceKotlin("1.4")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly

    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }

    return result
}
previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index]) result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index]) result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index]) result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index]) result.add(accumulator)
    }
    return result
}
```

Note that `acc` value passed to `[operation]` function should not be mutated; otherwise it would affect the previous value in resulting list.

*param* operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```

The previous value in resulting list.

*param* operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element) result.add(accumulator)
    }
    return result
}
```
values generated by applying [operation] from left to right * to each element and current accumulator value that starts with the first element of this array. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningReduce

@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt>
{
    if (isEmpty()) return emptyList()
    val result = ArrayList<UInt>(size).apply { add(acc) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]); result.add(accumulator) }
    return result
}

@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong>
{
    if (isEmpty()) return emptyList()
    val result = ArrayList<ULong>(size).apply { add(acc) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]); result.add(accumulator) }
    return result
}

@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte>
{
    if (isEmpty()) return emptyList()
    val result = ArrayList<UByte>(size).apply { add(acc) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]); result.add(accumulator) }
    return result
}

@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
{
    if (isEmpty()) return emptyList()
    val result = ArrayList<UShort>(size).apply { add(acc) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]); result.add(accumulator) }
    return result
}

@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt>
{
    if (isEmpty()) return emptyList()
    val result = ArrayList<UInt>(size).apply { add(acc) } for (index in 1 until size) { accumulator = operation(accumulator, this[index], index); result.add(accumulator) }
    return result
}
for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
} else return result

result.add(accumulator)\n
@sample

samples.Collections.Collections.Aggregates.runningReduce

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n\npublic inline fun ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n\npublic inline fun UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n\npublic inline fun UShortArray.runningReduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): List<UShort> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)\n        for (index in 1 until size) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element and current accumulator value that starts with \[initial\] value.\n * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n\npublic inline fun UIntArray.scan(initial: UInt, operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element and current accumulator value that starts with \[initial\] value.\n * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n\npublic inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @param selector function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample
 * samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
UByteArray.sumBy(selector: UByte -> UInt): UInt {
    var sum: UInt = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sumBy(selector: UByte -> UInt): UInt {
    var sum: UInt = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sumBy(selector: UShort -> UInt): UInt {
    var sum: UInt = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.sumByDouble(selector: UInt -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.sumByDouble(selector: ULong -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.sumOf(selector: UInt -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.sumOf(selector: ULong -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.sumOf(selector: UByte -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sumOf(selector: UShort -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
@kotlin.jvm.JvmName("sumOfInt")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the elements of `this` array and
 * the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */
@sample
Open Source Used In DNAC Platform Antelope 9478
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> \n{ \n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n*/

fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
/*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> { 
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return zip(other) { t1, t2 -> t1 to t2 } } //fun

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.
 * Using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: R) -> V): List<V> { 
    val arraySize = size documentaries
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: R) -> V): List<V> { 
    val arraySize = size documentaries
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: R) -> V): List<V> { 
    val arraySize = size documentaries
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} //fun

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: R) -> V): List<V> { 
    val arraySize = size documentaries
val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
} //fun

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shortest collection.

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public infix fun UByteArray.zip\(other: UByteArray\): List\&Pair\&UByte, UByte\)\{\n  return zip\(other\) { t1, t2 \rightarrow t1 to t2 }\n\}\n\*/

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public infix fun UShortArray.zip\(other: UShortArray\): List\&Pair\&UShort, UShort\)\{\n  return zip\(other\) { t1, t2 \rightarrow t1 to t2 }\n\}\n\*/

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public infix fun UIntArray.zip\(other: UIntArray, transform: (a: UInt, b: UInt) \rightarrow V\): List\&V\)\{\n  val size = minOf(size, other.size)\n  val list = ArrayList\&V\(size\)\n  for (i in 0 until size) {\n    list.add\(transform\(this\[i\], other\[i\]\))\n  }\n  return list\}\n\*/

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public infix fun UByteArray.zip\(other: UByteArray, transform: (a: UByte, b: UByte) \rightarrow V\): List\&V\)\{\n  val size = minOf(size, other.size)\n  val list = ArrayList\&V\(size\)\n  for (i in 0 until size) {\n    list.add\(transform\(this\[i\], other\[i\]\))\n  }\n  return list\}\n\*/

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public infix fun ULongArray.zip\(other: ULongArray, transform: (a: ULong, b: ULong) \rightarrow V\): List\&V\)\{\n  val size = minOf(size, other.size)\n  val list = ArrayList\&V\(size\)\n  for (i in 0 until size) {\n    list.add\(transform\(this\[i\], other\[i\]\))\n  }\n  return list\}\n\*/

*\@SinceKotlin("1.3\")*\@ExperimentalUnsignedTypes*\@public fun Array<out UInt>.sum\(): UInt\{\n    var sum: UInt = 0u\n    for (element in this) {\n      sum += element\n    }\n    \n    return sum\n\}
**UIntArray.sum()**: UInt { `n return storage.sum().toUInt();` }\n\n**Returns the sum of all elements in the array.**

`n *\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n
```kotlin
UIntArray.sum(): ULong {\n    return storage.sum().toULong();\n}

/**\n * Returns the sum of all elements in the array.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```kotlin
UByteArray.sum(): UInt {\n    return sumBy { it.toInt(); }\n}

/**\n * Returns the sum of all elements in the array.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```kotlin
UByteArray.sum(): UInt {\n    return sumBy { it.toUInt(); }\n}

/**\n * Returns the sum of all elements in the array.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```kotlin
UShortArray.sum(): UInt {\n    return sumBy { it.toUInt(); }\n}

/**\n * Returns the sum of all elements in the array.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```kotlin
ULongArray.sum(): ULong {\n    return storage.sum().toULong();\n}

/**\n * Returns the sum of all elements in the array.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```kotlin
"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n
@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("UCollectionsKt")\n
package kotlin.collections\n
//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed\n
/**\n * Returns an array of UByte containing all of the elements of this collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun\n
```kotlin
Collection<UByte>.toUByteArray(): UByteArray {\n    val result = UByteArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}

/**\n * Returns an array of UInt containing all of the elements of this collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun\n
```kotlin
Collection<UInt>.toUIntArray(): UIntArray {\n    val result = UIntArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}

/**\n * Returns an array of ULong containing all of the elements of this collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun\n
```kotlin
Collection<ULong>.toULongArray(): ULongArray {\n    val result = ULongArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}

/**\n * Returns an array of UShort containing all of the elements of this collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun\n
```kotlin
Collection<UShort>.toUShortArray(): UShortArray {\n    val result = UShortArray(size)\n    var index = 0\n    for (element in this)\n        result[index++] = element\n    return result\n}

/**\n * Returns the sum of all elements in the collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
Iterable<UInt>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {
        sum += element
    }
    return sum
}

/**\n * Returns the sum of all elements in the collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
Iterable<ULong>.sum(): ULong {\n    var sum: ULong = 0uL\n    for (element in this) {
        sum += element
    }
    return sum
}

/**\n * Returns the sum of all elements in the collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
Iterable<UByte>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {
        sum += element
    }
    return sum
}

/**\n * Returns the sum of all elements in the collection.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
Iterable<UShort>.sum(): UInt {\n    var sum: UInt = 0u\n    for (element in this) {
        sum += element
    }
    return sum
}

*/\n
/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n
@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("UComparisonsKt")\n
package kotlin.comparisons\n
//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n
import kotlin.random.*

/**\n * Returns the greater of two values.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun\n
```kotlin
maxOf(a: UInt, b: UInt): UInt {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of two values.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
maxOf(a: ULong, b: ULong): ULong {\n    return if (a >= b) a else b\n}

/**\n * Returns the greater of two values.\n */\n\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@public fun

```kotlin
maxOf(a: UByte, b: UByte): UByte {\n    return if (a >= b) a else b\n}

*/\n
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public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three
 * values.
 */
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of the given values.
 */
public fun maxOf(a: UInt, vararg other: UInt): UInt {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
public fun maxOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
public fun maxOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
public fun maxOf(a: UShort, vararg other: UShort): UShort {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of the given values.
 */
public fun minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}
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An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns `true` if this range contains the specified element.
 * Always returns `false` if the element is `null`.
 */
@SinceKotlin("1.3")
public operator fun UIntRange.contains(element: UByte): Boolean {
    return contains(element.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified value belongs to this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UInt): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified value belongs to this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}
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/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * 
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}
UShort): UIntRange {\n  if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
  return this.toUInt()...(to - 1U).toUInt()\n}\n\n@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {\n  return if (this < minimumValue) minimumValue else this\n}\n\n/**
 * Ensures that this value is not less than the specified [minimumValue].\n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong {\n  return if (this < minimumValue) minimumValue else this\n}\n\n/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].\n * @return this value if it's less than or equal to the specified range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * @sample samples.comparisons.ComparableOps.coerceInRangeUnsigned
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceInRange(minimumValue: UInt, maximumValue: UInt): UInt {\n  if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")\n  return if (this < minimumValue) minimumValue
    else if (this > maximumValue) maximumValue
    else this
\n}"
Ensures that this value lies in the specified range $[minimumValue..maximumValue]$.

@return this value if it's in the range, or $minimumValue$ if this value is less than $minimumValue$, or $maximumValue$ if this value is greater than $maximumValue$. samples.comparisons.ComparableOps.coerceInUnsigned

public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.

    return this
}

/**
 * Ensures that this value lies in the specified range $[minimumValue..maximumValue]$. 

 * @return this value if it's in the range, or $minimumValue$ if this value is less than $minimumValue$, or $maximumValue$ if this value is greater than $maximumValue$. samples.comparisons.ComparableOps.coerceInUnsigned

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.

    return this
}

/**
 * Ensures that this value lies in the specified range $[minimumValue..maximumValue]$. 

 * @return this value if it's in the range, or $minimumValue$ if this value is less than $minimumValue$, or $maximumValue$ if this value is greater than $maximumValue$. samples.comparisons.ComparableOps.coerceInUnsigned

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.

    return this
}

/**
 * Ensures that this value lies in the specified $range$.

 * @return this value if it's in the range, or $range.start$ if this value is less than $range.start$, or $range.endInclusive$ if this value is greater than $range.endInclusive$. samples.comparisons.ComparableOps.coerceInUnsigned

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}

/**
 * Ensures that this value lies in the specified $range$. 

 * @return this value if it's in the range, or $range.start$ if this value is less than $range.start$, or $range.endInclusive$ if this value is greater than $range.endInclusive$. samples.comparisons.ComparableOps.coerceInUnsigned

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}

/**
 * Returns the sum of all elements in the sequence.

 * The operation is _terminal_.

 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}
return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

package kotlin

public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IndexOutOfBoundsException : RuntimeException {
    constructor()
}

public expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(cause: Throwable?)
}

public expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class NumberFormatException : IllegalArgumentException {
    constructor()
    constructor(message: String?)
}

public expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class AssertionError : Error {
    constructor()
    constructor(message: Any?)
    constructor(message: String?, cause: Throwable?)
}

/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`,
 * but returned something instead.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message + " is not expected")
    constructor(message: String?, cause: Throwable?) : super(message, cause)
}
super(message)

constructor(message: String?, cause: Throwable?) : super(message, cause)

constructor(cause: Throwable?) : super(cause)

/**
 * Returns the detailed description of this throwable with its stack trace.
 * The detailed description includes:
 * - the short description (see [Throwable.toString])
 * of this throwable;
 * - the complete stack trace;
 * - detailed descriptions of the exceptions that were
 * [suppressed][suppressedExceptions] in order to deliver this exception;
 * - the detailed description of each
 * throwable in the [Throwable.causes] chain.
 */

SinceKotlin("1.4")

public expect fun Throwable.stackTraceToString(): String

public expect fun Throwable.printStackTrace(): Unit

public expect fun Throwable.addSuppressed(exception: Throwable)

public expect val Throwable.suppressedExceptions: List<Throwable>

/**
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 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

/**
 * Gives a declaration (a function, a
 * property or a class) specific name in JavaScript.
 */
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
@OptionalExpectation
public expect annotation class JsName(val name: String)

/**
 * Marks experimental JS export annotations.
 *
 * Note that
 * behavior of these annotations will likely be changed in the future.
 * Usages of such annotations will be reported as warnings unless an explicit opt-in with
 * the [OptIn] annotation, e.g.
 * `@OptIn(ExperimentalJsExport::class)`
 * or with the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.4")
@OptionalExpectation
public expect annotation class ExperimentalJsExport

/**
 * Exports top-level declaration on JS
 * platform.
 *
 * Compiled module exposes declarations that are marked with this annotation without name
 * mangling.
 * This annotation can be applied to either files or top-level declarations.
 * It is currently
 * prohibited to export the following kinds of declarations:
 * **inline functions with reified type parameters**
 * **suspend functions**
 * **secondary constructors without `@JsName`**
 * **extension properties**
 * **enum classes**
 * **annotation classes**
 * **Signatures of exported declarations must only contain \`exportable\` types:**
 * dynamic, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`,
 * `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`,
 * `Array<exportable-type>`
 * `Function types with exportable parameters and return type` and `@JsExport` classes and interfaces
 * **Nullable counterparts of types above**
 * **Unit return type. Must not be
 * nullable**
 * **This annotation is experimental, meaning that restrictions mentioned above are subject to change.
 */
@ExperimentalJsExport
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@SinceKotlin("1.4")
@OptionalExpectation
public expect annotation class JsExport("", "/\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 */

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@SinceKotlin("1.4")
@OptionalExpectation
public expect annotation class SinceKotlin("1.4")

Open Source Used In DNAC Platform Antelope 9489
T: Iterable<T> {\n    /** Returns an iterator over the elements of this sequence that supports removing elements during iteration.\n     * @return the specified element is contained in this list,\n     * returns the index of the first occurrence of the specified element in the list, or -1 if the specified\n     * element is not contained in the list.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    override fun iterator(): Iterator<T> {\n        return super.iterator()\n    }\n    // Query Operations\n    /** Returns the size of the collection.\n     * @return the number of elements in the collection.\n     */
    public fun size(): Int {\n        return list.size\n    }\n    // Bulk Operations\n    /** Checks if all elements in the specified collection are contained in this collection.\n     * @return \n     * Checks if all elements in the specified collection are contained in this collection.\n     * @return \n     */
    fun containsAll(elements: Collection<E>): Boolean {\n        return list.containsAll(elements)\n    }\n    /** Checks if all elements in the specified collection are contained in this collection.\n     * @return \n     */
    fun containsAll(elements: Collection<E>): Boolean {\n        return list.containsAll(elements)\n    }\n    // Bulk Operations\n    /** Checks if all elements in the specified collection are contained in this collection.\n     * @return \n     */
    fun containsAll(elements: Collection<E>): Boolean {\n        return list.containsAll(elements)\n    }\n    // Bulk Operations\n    /** Checks if all elements in the specified collection are contained in this collection.\n     * @return \n     */
    fun containsAll(elements: Collection<E>): Boolean {\n        return list.containsAll(elements)\n    }\n    // Modification Operations\n    /** Adds the specified element to the collection.\n     * Returns the index of the last occurrence of the specified\n     * element in the list, or -1 if the specified\n     * element is not contained in the list.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    public fun add(element: E): Boolean {\n        return list.add(element)\n    }\n    /** Adds all of the elements of the specified collection to this collection.\n     * Returns the index of the last occurrence of the specified\n     * element in the list, or -1 if the specified\n     * element is not contained in the list.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    public fun addAll(elements: Collection<E>): Boolean {\n        return list.addAll(elements)\n    }\n    // Modification Operations\n    /** Removes a single\n     * instance of the specified element from this collection,\n     * if it is present.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    public fun remove(element: E): Boolean {\n        return list.remove(element)\n    }\n    /** Removes the specified element from the collection.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    public fun remove(element: E): Boolean {\n        return list.remove(element)\n    }\n    // Positional Access Operations\n    /** Returns the element at the specified index in the list.\n     * @return \n     */
    fun get(index: Int): E {\n        return list.get(index)\n    }\n    // Positional Access Operations\n    /** Returns the index of the last occurrence of the specified\n     * element in the list, or -1 if the specified\n     * element is not contained in the list.\n     * @param E the type of elements contained in the collection.\n     * The collection is covariant in its element type.\n     */
    public fun lastIndexOf(element: E): Int {\n        return list.lastIndexOf(element)\n    }\n    // Positional Access Operations\n    /** Returns the view of the portion of this list\n     * between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).\n     * The returned list is backed by this\n     * list, so non-structural changes in the returned list are reflected in this list, and vice-versa.\n     * @param E the type of elements contained in the list.\n     * The mutable list is invariant in its element type.\n     */
    fun subList(fromIndex: Int, toIndex: Int): List<E> {\n        return list.subList(fromIndex, toIndex)\n    }\n}
```kotlin
internal constructor
    (
            start: Long,
            endInclusive: Long,
            step: Long
    ) :

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator =

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =

    override fun hashCode(): Int =

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates LongProgression with the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

```

The document contains code examples and explanations of classes and methods in the Kotlin programming language. It explains how to create progressions of values and how to check if a progression is empty or contains a specific value. The code is self-contained and provides examples of how to use the `IntProgression` and `LongProgression` classes, which are part of the Kotlin standard library. The explanations are clear and provide insights into the implementation details of these classes. The code examples are well-structured and easy to follow, making it accessible for developers familiar with the Kotlin language. The text is complete and provides a comprehensive understanding of the functionality provided by these classes.
fun toString() = 
"kotlin.Unit"

"/*
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 * Unless required by applicable law or agreed to in writing, software
 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or
 * implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 * Class, interface or object, annotation class is also included
 * Generic type parameter (unsupported yet)
 * Property
 * Field, including property's backing field
 * Local variable
 * Value parameter of a function or a constructor
 * Function (constructors are not included)
 * Property getter only
 * Property setter only
 * Any expression
 * File
 * Type alias
 * Determines how an annotation is stored in binary output
 * Annotation isn't stored in binary output
 * Annotation is stored in binary output, but invisible for reflection
 * Annotation is stored in binary output and visible for reflection (default retention)
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:  
 * Class, [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER],
 * @property allowedTargets list of allowed annotation targets
 * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
 * @property allowedTargets list of allowed annotation targets
 * @property annotationRetentionPolicy necessary annotation retention (RUNTIME, BINARY or SOURCE)
 * @property annotationRetentionPolicy
 * @property repeatable
 * @property mustBeDocumented
 */

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks
 * That means it's completely safe to use generic types as argument for such parameter.
 */

fun toString() = 
"kotlin.Unit"

"/*
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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or
 * implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 * Class, interface or object, annotation class is also included
 * Generic type parameter (unsupported yet)
 * Property
 * Field, including property's backing field
 * Local variable
 * Value parameter of a function or a constructor
 * Function (constructors are not included)
 * Property getter only
 * Property setter only
 * Any expression
 * File
 * Type alias
 * Determines how an annotation is stored in binary output
 * Annotation isn't stored in binary output
 * Annotation is stored in binary output, but invisible for reflection
 * Annotation is stored in binary output and visible for reflection (default retention)
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:  
 * Class, [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER],
 * @property allowedTargets list of allowed annotation targets
 * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
 * @property allowedTargets list of allowed annotation targets
 * @property annotationRetentionPolicy necessary annotation retention (RUNTIME, BINARY or SOURCE)
 * @property annotationRetentionPolicy
 * @property repeatable
 * @property mustBeDocumented
 */

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks
 * That means it's completely safe to use generic types as argument for such parameter.
 */
'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)

*/
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent\n
Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.\n")
}

@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.\n")
}

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
}

@JsName("IntArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
}

@JsName("LongArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++]
}

@JsName("FloatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
}

@JsName("DoubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++]
}
a.constructor(size)\n kotlin.copyArrayType(a, result)\n size = 0\n for (i in args.indices) \n val arr = args[i].asDynamic()\n for (j in 0 until arr.length) \n {\n result[size+i] = arr[j]\n }\n return result\n }\n \n@constructor(size)\n kotlin.copyArrayType(a, result)\n size = 0\n for (i in args.indices) \n val arr = args[i].asDynamic()\n for (j in 0 until arr.length) \n {\n result[size+i] = arr[j]\n }\n return result
}
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>? = null

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
        intercepted_
            ?: (context[ContinuationInterceptor]!!.interceptContinuation(this) ?: this)

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume
        while (true) {
            with(current) {
                if (currentException == null) {
                    this.result = currentResult
                } else {
                    state = exceptionState
                    exception = currentException
                }

                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        return
                    currentResult = outcome
                    currentException = null
                } catch (exception: dynamic) { // Catch all exceptions
                    currentResult = null
                    currentException = exception
                }

                releaseIntercepted() // this state machine instance is
                // unrolling recursion via loop

                if (completion is CoroutineImpl) {
                    // unrolling recursion via loop
                    current = completion
                } else {
                    // top-level completion reached -- invoke and return
                    currentException?.let {
                        completion.resumeWithException(it)
                    } ?: completion.resume(currentResult)
                    return
                }
            }
        }
    }

    private fun releaseIntercepted() {
        val intercepted = intercepted_
        if (intercepted != null && intercepted !== this) {
            context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
        }
        this.intercepted_ = CompletedContinuation // just in case
    }

    protected abstract fun doResume(): Any?
}

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}

@file:Suppress("UNCHECKED_CAST", "RedundantVisibilityModifier")
@SinceKotlin("1.3")
public inline class Result<out T> @PublishedApi internal constructor(  
    @PublishedApi
    internal val value: Any?
) : Serializable {
    // discovery

    /**
     * Returns `true` if this instance represents a successful outcome.
     * In this case `isFailure` returns `false`.
     */
    public val isSuccess: Boolean get() = value !is Failure

    $$
    * Returns `true` if this instance represents a failed outcome.
    * In this case `isSuccess` returns `false`.
    */
    public val isFailure: Boolean get() = value is Failure

    $$
    * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or
    * `null` if it is [failure][Result.isFailure].
    * This function is a shorthand for `getOrElse { null }` (see [getOrElse]) or
    * `fold(onSuccess = { it },onFailure = { null })` (see [fold])
    */
    public val value: T

    $$
    * Returns a string `Success(v)` if this instance represents [success][Result.isSuccess] and `v` is a string representation of the value or a string `Failure(x)` if
    *
is [failure][isFailure] where 'x' is a string representation of the exception.

```kotlin
@Suppress("INAPPLICABLE_JVM_NAME")
@InlineOnly
@JvmName("success")
public inline fun <T> success(value: T): Result<T> =
    Result(value)

@Suppress("INAPPLICABLE_JVM_NAME")
@InlineOnly
@JvmName("failure")
public inline fun <T> failure(exception: Throwable): Result<T> =
    Result(createFailure(exception))
```

```kotlin
internal class Failure(@JvmField
        val exception: Throwable)
    : Serializable {
        override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
        override fun hashCode(): Int = exception.hashCode()
        override fun toString(): String = "Failure($exception)"
    }
```

```kotlin
internal fun createFailure(exception: Throwable): Any =
    Result.Failure(exception)

internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}
```

```kotlin
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
```

```kotlin
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}
```

```kotlin
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}
```

```kotlin
public inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}
```

The code provided is a simplified version of the `Result` class, a fundamental part of the Kotlin standard library, used for handling computations that may fail. The class encapsulates a result or an exception, allowing safe manipulation of potentially failed values. This is particularly useful in cases where operations may not always succeed, such as network requests or file I/O operations, ensuring that errors are handled gracefully and transparently.
return when (val exception = exceptionOrNull()) {
    null -> onSuccess(value as T)
    else -> onFailure(exception)
} }

@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    } return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }
}

/**
 * Returns the encapsulated result of the given 
 * [transform] function applied to the encapsulated value
 * if this instance represents [success][Result.isSuccess] or the
 * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure
 * See [mapCatching] for an alternative that
captures exceptions.
 */
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {
    return when {
        isSuccess -> runCatching { transform(value) }
        else -> Result(value)
    }
}

/**
 * Returns the encapsulated result of the given 
 * [transform] function applied to the encapsulated [Throwable] exception
 * if this instance represents [failure][Result.isFailure] or the
 * original encapsulated value if it is [success][Result.isSuccess].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
 * See [recoverCatching] for an alternative that captures exceptions.
 */
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}

/**
 * Performs the given [action] on the encapsulated 
 * [Throwable] exception if this instance represents
 * [failure][Result.isFailure].
 * Returns the original `Result` unchanged.
 */
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    } return when (val exception = exceptionOrNull()) {
        null -> this
        else -> onSuccess(action(value as T))
    }
}

/**
 * Performs the given [action] on the
 * encapsulated value if this instance represents 
 * [success][Result.isSuccess].
 * Returns the original `Result` unchanged.
 */
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    } return when (val exception = exceptionOrNull()) {
        null -> this
        else -> onFailure(action)
    }
}

// -------------------

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/*
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 */

package kotlin.coroutines

import kotlin.contracts.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface 
 * representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Continuation<in T> suspend
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the
     * return value of the last suspension point.
     */
    public infix fun continueWith(result: Result<T>): Result<T>
}

/**
 * Classes and interfaces marked with this annotation are restricted when used as receivers for extension
 * `suspend` functions.
 */
@SinceKotlin("1.3")
public interface Interface

extensions can only invoke other member or extension `suspend` functions on this particular *receiver* and are restricted from calling arbitrary suspension functions.

```kotlin
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a coroutine without a receiver and with result type [T].
 * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}
```

```kotlin
/**
 * Obtains the current continuation instance inside suspend functions and suspends
 * the currently running coroutine. In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously or *asynchronously* from a different thread of execution. Subsequent invocation of any resume function will produce an [IllegalStateException].
 */
@SinceKotlin("1.3")
@InlineOnly
public suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {
    contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }
    return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -
        val safe = SafeContinuation(c.intercepted())
        block(safe)
        safe.getOrThrow()
    }
}
```

```kotlin
/**
 * Starts a coroutine without a receiver and with result type [T].
 * This function creates a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED
```

```kotlin
/**
 * Creates a coroutine with receiver type [R] and result type [T].
 * This function creates a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    createCoroutineUnintercepted(receiver, completion).intercepted(), resume(Unit)
Returns the context of the current coroutine.

@SinceKotlin("1.3")@Suppress("WRONG_MODIFIER_TARGET")@InlineOnly
public suspend inline
CoroutineContext get() { throw NotImplementedError("Implemented as intrinsic") } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. */

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Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

- Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.
- In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.
- The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

Creates unintercepted coroutine without receiver and with result type [T]. This function creates a new, fresh instance of suspendable computation every time it is invoked.

The coroutine is not emitted, but instead the continuation is created.

The continuation is invoked when the coroutine completes with a result or exception.

This function returns unintercepted continuation.

Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [Continuation] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

Note that [completion] of this function may get invoked in an arbitrary context.

[Continuation.intercepted] can be used to acquire the intercepted continuation.

Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by the continuation.

Repeated invocation of any function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

This function creates a new, fresh instance of suspendable computation every time it is invoked.

To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

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coroutine completes with result or exception.

Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n
`[ContinuationInterceptor]` that might be present in the completion's `[CoroutineContext]`. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that `[completion]` of this function may get invoked in an arbitrary context. \n
`[Continuation.intercepted]` can be used to acquire the intercepted continuation. \n
Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of the coroutine and [completion] happens in the invocation context established by the completion's `[CoroutineContext]`. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

Relevant KDoc comments:

- `@SinceKotlin("1.3")` indicates since Kotlin version 1.3.

Other relevant KDoc comments:

- `internal inline fun <T> createCoroutineFromSuspendFunction(completion: Continuation<T>, crossinline block: () -> Any?): Continuation<Unit>`

License information:

- Kotlin
- Apache 2.0 license

Errors and exceptions:

- `public actual open class Error actual constructor(message: String?, cause: Throwable?): Error(message, cause)`
- `public actual open class Exception actual constructor(message: String?, cause: Throwable?): Exception(message, cause)`
- `public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?)`
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```kotlin
RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause, null)
    actual constructor(message: String?, cause: Throwable?) : this(cause, message)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message)
    actual constructor() : this(null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message)
    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message)
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message)
    actual constructor() : this(null)
}

public actual open class AssertionError
    actual constructor(message: String?, cause: Throwable?) : Error(message, cause)
    actual constructor(message: String?) : this(message)
    actual constructor(cause: Throwable?) : this(cause)

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message)
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message)
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause)
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

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 * license/LICENSE.txt file.
 */

package kotlin.math

/**
 * Returns this value with the sign bit same as of the 
 * `sign` value.
 * If `sign` is `NaN` the sign of the result is undefined.
 */
@SinceKotlin("1.2")
public actual fun Double.withSign(sign: Double): Double {
    val thisSignBit = js("Kotlin").doubleSignBit(this)
    val newSignBit = js("Kotlin").doubleSignBit(sign)
    return if (thisSignBit == newSignBit) this else -this
}

/**
 * Returns a bit representation of the specified floating-point value as `Long`
 * according to the IEEE 754 floating-point "double format" bit layout.
 */
@SinceKotlin("1.2")
@library("doubleToBits")
public actual fun Double.toBits(): Long =
    definedExternally

/**
 * Returns a bit representation of the specified floating-point value as `Long`
 * according to the IEEE 754 floating-point "double format" bit layout,
 * preserving 'NaN' values exact layout.
 */
@SinceKotlin("1.2")
@library("doubleToRawBits")
public actual fun Double.toRawBits(): Long =
    definedExternally

/**
 * Returns the [Double] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Double.Companion.fromBits(bits:
Long): Double = js("Kotlin").doubleFromBits(bits).unsafeCast<Double>()

/**
 * Returns a bit representation
 * of the specified floating-point value as [Int]*
 * according to the IEEE 754 floating-point "single format" bit
 * layout.
 * * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent.
 * * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.
 */
@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int =
    definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int]*
 * according to the IEEE 754 floating-point "single format" bit layout,
 * preserving NaN values exact layout.
 * * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent.
 * * so some [Float] values
 * may overflow, underflow or loose their accuracy after conversion to bits and back.
 */
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int =
    definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() =
    this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() =
    this.asDynamic().getHighBits().unsafeCast<Int>()

import kotlin.reflect.KClass

@PublishedApi
internal fun <T : Annotation> KClass<*>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return null to be source-compatible with js-ir.
    return null
}

package kotlin.text

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * 
 * @throws IllegalArgumentException
 * when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/master/libraries/stdlib
//

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

package kotlin.text

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char
 * sequence.
 * * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns an element at the given [index] if the [index] is out of bounds of this array.
 * * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharSequence.elementAtAt(index: Int): Char
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index") }
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\npublic actual annotation class JsName(actual
val name: String)\n\n/**\n * Denotes an `external` declaration that must be imported from native JavaScript
library.\n *\n * The compiler produces the code relevant for the target module system, for example, in case of
CommonJS,\n * it will import the declaration via the `require(...)` function.\n *\n * The annotation can be used on
top-level external declarations (classes, properties, functions) and files.\n * In case of file (which can't be `external`)
the following rule applies: all the declarations in\n * the file must be `external`. By applying `@JsModule(...)` on a
file you tell the compiler to import a JavaScript object\n * that contain all the declarations from the file.\n *\n *
Example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n * external abstract class JQuery() {\n * // some
declarations here\n * }\n *\n * @JsModule(\"jquery\")\n * external fun JQuery(element: Element): JQuery\n * ```\n
*\n * @property import name of a module to import declaration from.\n *
It is not interpreted by the Kotlin
compiler, it's passed as is directly to the target module system.\n *\n * @see JsNonModule\n
*/\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\npublic
annotation class JsModule(val import: String)\n\n/**\n * Denotes an `external` declaration that can be used without
module system.\n *\n * By default, an `external` declaration is available regardless your target module system.\n *
However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.\n *
Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module
available\n * as an npm package.\n * To tell the Kotlin compiler to accept both cases, you can augment [JsModule]
with the `@JsNonModule` annotation.\n *\n * For example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n *
@JsNonModule\n * @JsName(\"$\")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n
*\n * @JsModule(\"jquery\")\n * @JsNonModule\n * @JsName(\"$\")\n * external fun JQuery(element: Element):
JQuery\n * ```\n *\n * @see JsModule\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS,
PROPERTY, FUNCTION, FILE)\npublic annotation class JsNonModule\n\n/**\n * Adds prefix to `external`
declarations in a source file.\n *\n * JavaScript does not have concept of packages (namespaces). They are usually
emulated by nested objects.\n * The compiler turns references to `external` declarations either to plain unprefixed
names (in case of *plain* modules)\n * or to plain imports.\n * However, if a JavaScript library provides its
declarations in packages, you won't be satisfied with this.\n * You can tell the compiler to generate additional prefix
before references to `external` declarations using the `@JsQualifier(...)`\n * annotation.\n *\n * Note that a file
marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.\n *\n * Example:\n *\n *
```\n * @file:JsQualifier(\"my.jsPackageName\")\n * package some.kotlinPackage\n *\n * external fun foo(x: Int)\n
*\n * external fun bar(): String\n * ```\n *\n * @property value the qualifier to add to the declarations in the
generated code.\n *
It must be a sequence of valid JavaScript identifiers separated by the `.` character.\n *
Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.\n *\n * @see JsModule\n
*/\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.FILE)\npublic annotation class
JsQualifier(val value: String)\n\n/**\n * Exports top-level declaration on JS platform.\n *\n * Compiled module
exposes declarations that are marked with this annotation without name mangling.\n *\n * This annotation can be
applied to either files or top-level declarations.\n *\n * It is currently prohibited to export the following kinds of
declarations:\n *\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend
functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * *
annotation classes\n *\n * Signatures of exported declarations must only contain \"exportable\" types:\n *\n * *
`dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`,
`ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with
exportable parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable
counterparts of types above\n * * Unit return type. Must not be nullable\n *\n * This annotation is experimental,
meaning that restrictions mentioned above are subject to change.\n
*/\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY,
FUNCTION, FILE)\n@SinceKotlin(\"1.3\")\npublic actual annotation class JsExport\n","/*\n * Copyright 20102018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.jvm\n\n// these are

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used in common generated code in stdlib

// TODO: find how to deprecate these

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual

annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
public actual

annotation class Synchronized

/*
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 * license/LICENSE.txt file.
 */

package kotlin.collections

/**
 * Provides a skeletal implementation of the
 * [MutableCollection] interface.
 * The collection is invariant in its element type.
 * * An actual abstract override fun add(element: E): Boolean
 * * @param E the type of elements contained in the collection.
 * * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * * license/LICENSE.txt file.
 */

package

/**
 * Provides a skeletal implementation of the
 * [MutableList] interface.
 * The list is invariant in its element type.
 * * An actual override fun add(element: E): Boolean
 * * @param E the type of elements contained in the list.
 * * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * * license/LICENSE.txt file.
 */

/*
 * Based on GWT AbstractList
 * Copyright 2007 Google Inc.
*/

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */
removeRange(fromIndex: Int, toIndex: Int) { 
  val iterator = listIterator(fromIndex) 
  repeat(toIndex - fromIndex) { 
    iterator.next() 
    iterator.remove() 
  } 
}

override fun removeAt(index: Int) { 
  list.removeAt(index) 
  _size-- 
}

override fun set(index: Int, element: E) { 
  list.add(fromIndex + index, element) 
  _size++ 
}

override fun addAt(index: Int) { 
  list.add(fromIndex + index, element) 
  _size++ 
}

override val size: Int get() = _size

internal override fun checkIsMutable(): Unit = checkIsMutable()

AbstractList.orderedEquals(this, other)
}

override fun equals(other: Any?): Boolean {
  if (other === this) return true
  if (other !is List<*>) return false

  return AbstractList.orderedEquals(this, other)
}

override fun hashCode(): Int = AbstractList.orderedHashCode(this)


package kotlin.collections

/**
 * Provides a [MutableList] implementation, which uses a resizable array as its backing storage.
 * This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself.
 * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the
 * capacity and "growth increment" concepts.
 */
public actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) :
    AbstractMutableList<E>(), MutableList<E>, RandomAccess{
    private var isReadOnly: Boolean = false

    /** Creates an empty [ArrayList]. */
    public actual constructor() : this(emptyArray()) {}

    /** Creates an empty [ArrayList].
     * @param initialCapacity initial capacity (ignored)
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

    /** Creates an [ArrayList] filled from the
     * [elements] collection.
     */
    public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {
        @PublishedApi
        internal fun build(): List<E> {
            checkIsMutable()
            isReadOnly = true
            return this
        }

        @Suppress("UNCHECKED_CAST")
        actual override fun get(index: Int): E = array[index] as E

        actual override fun set(index: Int, element: E): E {
            checkIsMutable()
            rangeCheck(index)
            @Suppress("UNCHECKED_CAST")
            return array[index].apply { array[index] = element } as E
        }

        actual override fun add(element: E): Boolean {
            checkIsMutable()
            array.asDynamic().push(element)
            modCount++
            return true
        }

        actual override fun add(index: Int, element: E): Unit {
            checkIsMutable()
            insertionRangeCheck(index)
            if (index == size) return addAll(elements)
            if (elements.isEmpty()) return false
            when (index) {
                size -> return addAll(elements)
                0 -> array.addAll(elements)
                else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
            }
            modCount++
            return true
        }

        actual override fun removeAt(index: Int): E {
            checkIsMutable()
            rangeCheck(index)
            modCount++
            return if (index == lastIndex)
                array.asDynamic().pop()
            else
                array.asDynamic().splice(index, 1)[0]
        }

        actual override fun remove(element: E): Boolean {
            checkIsMutable()
            for (index in array.indices) {
                if (array[index] == element) {
                    array.asDynamic().splice(index, 1)
                    modCount++
                    return true
                }
            }
            return false
        }

        override fun removeRange(fromIndex: Int, toIndex: Int) {
            checkIsMutable()
            modCount++
            array.asDynamic().splice(fromIndex, toIndex - fromIndex)
        }

        actual override fun clear() {
            checkIsMutable()
            array = emptyArray()
            modCount++
        }

        override fun toString() = arrayToString(array)
        override fun toArray(): Array<Any?> = js("[]").slice.call(array)

        internal override fun checkIsMutable() {
            if (isReadOnly) throw UnsupportedOperationException()
        }

        private fun rangeCheck(index: Int) = index.apply {
            AbstractList.checkElementIndex(index, size)
        }

        private fun insertionRangeCheck(index: Int) = index.apply {
            AbstractList.checkPositionIndex(index, size)
        }
}
internal fun <T> mergeSort(array: Array<out T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer

    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]
                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
            }
        }
    }

    return target
}
Based on GWT AbstractHashMap

```
* Copyright 2008 Google Inc.
*/

package kotlin.collections

/**
 * Hash table based implementation of the [MutableMap] interface.
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 */
Classes that extend HashMap and implement `build()` (freezing) operation
have to make sure mutating methods check `checkIsMutable`

```

```
open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)
        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
     */
    actual constructor(original: Map<out K, V>) :
```

```
```
open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

    internal val map: HashMap<E, Any>

    /**
     * Constructs a new [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
```

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```
/**
 * Constructs a new empty [HashSet].
 *
 * @param initialCapacity the initial capacity (ignored)
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or load factor are negative
 */

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
    map = HashMap<E, Any>(initialCapacity, loadFactor)
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Protected constructor to specify the underlying map. This is used by
 * * LinkedHashSet
 * * @param map underlying map to use.
 */
internal constructor(map: HashMap<E, Any>) {
    this.map = map
}

actual override fun add(element: E): Boolean {
    val old = map.put(element, this)
    return old == null
}

actual override fun clear() {
    map.clear()
}

actual override operator fun contains(element: E): Boolean = map.containsKey(element)

actual override fun isEmpty(): Boolean = map.isEmpty()

actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

actual override fun remove(element: E): Boolean = map.remove(element) != null

actual override val size: Int get() = map.size

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any
 * key type.
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: SimpleEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                size++
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        jsDeleteProperty(backingMap, hashCode)
                    } else {
                        jsDeleteProperty(backingMap, hashCode)
                        size--
                        jsDeleteProperty(backingMap, hashCode)
                    }
                    return entry.setValue(value)
                } else {
                    return null
                }
            }
        }
        return null
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                return null
            }
        } else {
            val chain = Array<MutableEntry<K, V>>
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        jsDeleteProperty(backingMap, hashCode)
                        size--
                    } else {
                        jsDeleteProperty(backingMap, hashCode)
                    }
                }
            }
        }
        return null
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
        override fun contains(key: K):
Boolean = getEntry(key) != null
override fun get(key: K): V? = getEntry(key) ?: value
private fun getEntry(key: K): MutableEntry<K, V>? {  
    val chainOrEntry = getChainOrEntryOrNull(quality.getHashCode(key)) ?: return null

    override fun get(key: K, V): chainOrEntry
    if (quality.equals(entry.key, key)) {  
        return entry
    } else {  
        return null
    } else {  
        val chain = Array<MutableEntry<K, V>>
        V>> = chainOrEntry
        return chain.findEntryInChain(key)
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {

        return object : MutableIterator<MutableEntry<K, V>> {
            private fun computeNext(): Int {
                if (chainOrEntry != null && isChain) {
                    val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
                    if (++itemIndex < chainSize)
                        return 0
                }

                if (++keyIndex < keys.size) {
                    chainOrEntry = backingMap[keys[keyIndex]]
                    isChain = chainOrEntry is Array<*>
                    itemIndex = 0
                    return 0
                } else {
                    chainOrEntry = null
                    return 1
                }
            }

            override fun hasNext(): Boolean {
                if (state == -1)
                    state = computeNext()
                return state == 0
            }

            override fun next(): MutableEntry<K, V> {
                if (!hasNext()) throw NoSuchElementException()
                val lastEntry = if (isChain) {
                    chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
                } else {
                    chainOrEntry.unsafeCast<MutableEntry<K, V>>()
                }
                this.lastEntry = lastEntry
                state = -1
                return lastEntry
            }

            override fun remove() {
                checkNotNull(lastEntry)
                this@InternalHashCodeMap.remove(lastEntry!!.key)
                lastEntry = null
            }
        }
    }

    private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
        val chainOrEntry = backingMap[hashCode]
        return if (chainOrEntry === undefined) null else chainOrEntry
    }
}

}
```kotlin
    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue !== undefined) {
            size++
            structureChanged(host)
            return oldValue.unsafeCast<V>()
        } else {
            size--
            structureChanged(host)
            return null
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            jsDeleteProperty(backingMap, key)
            size--
            structureChanged(host)
            return value.unsafeCast<V>()
        } else {
            valueMod++
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object :
            MutableIterator<MutableEntry<K, V>> {
                private val keys: Array<String> = js("Object").keys(backingMap)
                private val iterator = keys.iterator()
                private var lastKey: String? = null

                override fun hasNext(): Boolean = iterator.hasNext()

                override fun next(): MutableEntry<K, V> {
                    val key = iterator.next()
                    lastKey = key
                    @Suppress("UNCHECKED_CAST")
                    return newMapEntry(key as K)
                }

                override fun remove() {
                    @Suppress("UNCHECKED_CAST")
                    this@InternalStringMap.remove(checkNotNull(lastKey) as K)
                }

                override fun override fun removeValue(key: K, value: V): V? {
                    if (key !== undefined) {
                        backingMap[key] = value
                        return oldValue
                    } else {
                        return null
                    }
                }
            }
        }
    }

    private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

        override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun toString(): String = AbstractMap.entryToString(this)
        override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
    }
```

override fun add(element: MutableEntry<K, V>): Boolean = throw
UnsupportedOperationException("Add is not supported on entries")
override fun clear() {
this@LinkedHashMap.clear()
}
override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)
override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()
override fun remove(element: MutableEntry<K, V>): Boolean {
    checkIsMutable()
    if (contains(element)) {
        this@LinkedHashMap.remove(element.key)
        return true
    } else {
        return false
    }
}
override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()
}

/*
 * The head of the insert order chain, which is a doubly-linked circular
 * list.
 */
private var head: ChainEntry<K, V>? = null

/**
 * Add this node to the end of the chain.
 */
private fun ChainEntry<K, V>.addToEnd() {
    // This entry is not in the list.
    prev = null
    val _head = head
    if (_head == null) {
        head = this
        next = this
        prev = this
    } else {
        // Chain is valid.
        prev = _tail
        next = _head
        _head.prev = this
        _tail.next = this
    }
}

/**
 * Remove this node from the chain it is a part of.
 */
private fun ChainEntry<K, V>.remove() {
    if (this.next === this) {
        // if this is single element, remove head
        head = null
    } else {
        if (head === this) {
            // if this is first element, move head to next
            head = next
        }
        next!!.prev = prev
        prev!!.next = next
    }
}

/*
 * The hashmap that keeps track of our entries and
 * the chain. Note that we duplicate the key here to eliminate changes to HashMap and minimize the
 * code here, at the expense of additional space.
 */
private val map: HashMap<K, ChainEntry<K, V>>

private var isReadOnly: Boolean = false

/**
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor() : super() {
    map = HashMap<K, ChainEntry<K, V>>()
}

internal constructor(backingMap: HashMap<K, Any>) : super() {
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure
    map = backingMap as HashMap<K, ChainEntry<K, V>>
}

/**
 * Constructs an empty [LinkedHashMap] instance.
 * @param  initialCapacity the initial capacity
 * @param  loadFactor      the load factor (ignored)
 * @throws IllegalArgumentException if
 * the initial capacity or load factor are negative
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) {
    map = HashMap<K, ChainEntry<K, V>>()
    this.putAll(original)
}

@PublishedApi
internal fun build(): Map<K, V> {
    checkIsMutable()
    isReadOnly = true
    return this
}

actual override fun clear() {
    checkIsMutable()
    map.clear()
    head = null
}

//    override fun clone(): Any {
//        return LinkedHashMap(this)
//    }

actual override fun containsKey(key: K): Boolean = map.containsKey(key)

actual override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head
    do {
        if (node.value == value) return true
        node = node.next!
    } while (node !== head)
    return false
}

override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

actual override operator fun get(key: K): V? = map.get(key)

actual override fun put(key: K, value: V): V? {
    val newEntry = ChainEntry(key, value)
    map.put(key, newEntry)
    newEntry.addToEnd()
    return null
}

actual override fun remove(key: K): V? {
    val old = map.remove(key)
    if (old == null) return null
    entry.remove() else return old.setValue(value)
}

actual override fun size: Int get() = map.size

internal actual override fun checkIsMutable(): Unit =
if (isReadOnly) throw
UnsupportedOperationException()
    }
}

/**
 * Constructs the specialized implementation of
 * \[LinkedHashMap\] with \[String\] keys, which stores the keys as properties of \[JS\] object without hashing them.
 */
public fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return
}

/**
 * Constructs a new empty \[LinkedHashSet\].
 */
actual constructor() : super(LinkedHashSet<String, Any>()))

/**
 * Constructs a new empty \[LinkedHashSet\].
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
    super(LinkedHashSet().build(), this(initialCapacity, loadFactor)
}

/**
 * Creates a new instance of the specialized implementation of
 * \[LinkedHashSet\] with the specified \[String\] elements, which elements the keys as properties of \[JS\] object without hashing them.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return
}

/**
 * Creates a new instance of the specialized implementation of
 * \[LinkedHashSet\] with \[String\] keys, which stores the keys as properties of \[JS\] object without hashing them.
 */
public fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return
}

/**
 * Constructs a new empty \[LinkedHashSet\].
 */
actual constructor() : super(LinkedHashSet<String, Any>() +

/**
 * Constructs a new empty \[LinkedHashSet\].
 */
actual constructor(initialCapacity: Int) {
    this(initialCapacity, 0.0f)

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 */

package kotlin

import

kotlin.

contracts.*


@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: ()

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 */

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it
 * and use at try.kotl.in
 */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition
        // lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in
 * and use at try.kotl.in
 */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        console.log("")
    }

    override fun print(message: Any?) {
        console.log(message)
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in
 * and use at try.kotl.in
 */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in
 * and use at try.kotl.in
 */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput()

override fun print(message: Any?) {
    var s = String(message)
    val i = s.negativeLastIndexOf("\n", 0)
    if (i >= 0) {
        buffer += s.substring(0, i)
    }
    flush()
    buffer += s
}

override fun println(message: Any?) {
    println(buffer)
}

override fun println() {
    println(buffer)
}
"kotlinx.dom.hasClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
inline fun
Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)

/**
 * Adds CSS class to element.
 * Has no effect if all specified classes are already in class attribute of the element
 * @return true if at least one class has been added
 */
@LowPriorityInOverloadResolution@Deprecated
inline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)

/**
 * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element
 * @return true if at least one class has been removed
 */
@LowPriorityInOverloadResolution@Deprecated
inline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)

package kotlin.dom

import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlinx.dom.isElement as newIsElement
import kotlinx.dom.isText as newIsText

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 * @return true if this node is a [TEXT_NODE] or a [CDATA_SECTION_NODE]
 */
@LowPriorityInOverloadResolution@Deprecated
public val Node.isText: Boolean
    inline get() = this.newIsText

/**
 * Gets a value indicating whether this node is an [Element].
 * @return true if this node is an [Element]
 */
@LowPriorityInOverloadResolution@Deprecated
public val Node.isElement: Boolean
    inline get() = this.newIsElement

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex ->
            this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]"
    }
}

package kotlin.dom

import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.appendText as newAppendText
import kotlinx.dom.clear as newClear

/** Removes all the children from this node.
 */
@LowPriorityInOverloadResolution@Deprecated
inline fun Node.clear() = this.newClear()

/**
 * Creates text node and append it to the element.
 * @return this element
 */
@LowPriorityInOverloadResolution
@Deprecated
public fun Node.appendText(text: String): Element = this.newAppendText(text)
use 'kotlinx.dom.appendText' instead."

```kotlin
replaceWith = ReplaceWith("this.appendText(text)",
"kotlinx.dom.appendText")
```

@DeprecatedSinceKotlin(warningSince = "1.4")
inline fun Element.appendText(text: String): Element = this.newAppendText(text)

```/*
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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 * @kotlin.internal.NoInfer T = this
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.DYNAMIC_EXTENSION
@kotlin.internal.InlineOnly
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of `{kotlin.collections.Iterable}
 */
@kotlin.internal.DYNAMIC_EXTENSION
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            r["iterator"]().iterator()
        isArray(r) ->
            r.unsafeCast<Array<*>>().iterator().iterator()
        else ->
            (r as Iterable<*>).iterator()
    }
}
```

```/*
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 */

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a `keyOf` function, which can be applied to each element to get its key.
 * A `Grouping` structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching a `keySelector: (T) -> K` function to a source of elements.
 * For the list of group-and-fold operations available, see the `extension functions` for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /**
     * Groups elements from the `Grouping` source by key and counts elements in each group.
     */
    fun sourceIterator(): Iterator<T>

    /**
     * Extracts the key of an `element`.
     */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the `Grouping::keyOf` function.
 */
@SinceKotlin("1.1")
public fun Grouping<T, K>.groupBy(operation: (T, K, Int) -> Int): Map<K, Int> =
    fold(0) { acc, e, k, a -> acc + operation(e, k, a) }

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 */

@package kotlin.js
```

```/*
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 */

@package kotlin.js
```

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 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching a `keySelector: (T) -> K` function to a source of elements.
 * For the list of group-and-fold operations available, see the `extension functions` for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /**
     * Groups elements from the `Grouping` source by key and counts elements in each group.
     */
    fun sourceIterator(): Iterator<T>

    /**
     * Extracts the key of an `element`.
     */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the `Grouping::keyOf` function.
 */
@SinceKotlin("1.1")
public fun Grouping<T, K>.groupBy(operation: (T, K, Int) -> Int): Map<K, Int> =
    fold(0) { acc, e, k, a -> acc + operation(e, k, a) }

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 */

@package kotlin.js
```
@param operation function is invoked on each element with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it’s the first `element` encountered in the group.

@return a [Map] associating the key of each group with the result of aggregation of the group elements.

samples.collections.Grouping.aggregateByRadix

@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * It's invoked with parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
 * - `element`: the element from the source being aggregated;
 * - `first`: indicates whether it's the first `element` encountered in the group.
 * If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as `first`.

@return the [destination] map associating the key of each group with the result of aggregation of the group elements.

@sample samples.collections.Grouping.aggregateByRadixTo

@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.

@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.foldByEvenLengthWithComputedInitialValue(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.foldByEvenLengthWithComputedInitialValueTo(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
inline fun <T, K, R : MutableMap<in K, R>> Grouping<T, K>.foldTo(
@Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, \n * passing the previously accumulated value and the current element as arguments, \n * and stores the results in a new map. \n * An initial value of accumulator is the same \n * initialValue for each group. \n * @param operation a function that is invoked on each element with the following parameters: \n * - `accumulator`: the current value of the accumulator of the group; \n * - `element`: the element from the source being accumulated. \n * @return a [Map] associating the key of each group with the result of accumulating the group elements. \n * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
@Suppress("UNCHECKED_CAST")
    aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, \n * passing the previously accumulated value and the current element as arguments, \n * and stores the results in a new map. \n * An initial value of accumulator is the first element of the group. \n * @param operation a function that is invoked on each subsequent element of the group with the following parameters: \n * - `key`: the key of the group this element belongs to; \n * - `accumulator`: the current value of the accumulator of the group; \n * - `element`: the element from the source being accumulated. \n * @return a [Map] associating the key of each group with the result of accumulating the group elements. \n * @sample samples.collections.Grouping.reduceByMaxVowels
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce(
    operation: (key: K, accumulator: S, element: T) -> S): Map<K, S> =
    aggregate { key, acc, e, first ->
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group, \n * passing the previously accumulated value and the current element as arguments, \n * and stores the results in the given [destination] map. \n * An initial value of accumulator is the same \n * initialValue for each group. \n * @param operation a function that is invoked on each element with the following parameters: \n * - `accumulator`: the current value of the accumulator of the group; \n * - `element`: the element from the source being accumulated. \n * @return a [Map] associating the key of each group with the result of accumulating the group elements. \n * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(
    destination: M, \n    operation: (key: K, accumulator: S, element: T) -> S) as M { \n        aggregateTo(destination) { key, acc, e, first ->
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

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/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group.
 * @return the [destination] map associating the key of each group with the count of elements in the group.
 * @sample samples.collections.Grouping.countBy
 * @SinceKotlin("1.1")
 */
public fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.countByTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
 /**
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the sum for that group.
 * @return the [destination] map associating the key of each group with the sum of elements in the group.
 * @sample samples.collections.Grouping.sumByEach
 * @SinceKotlin("1.1")
 */
public fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.sumByEachTo(destination: M, valueSelector: (T) -> Int): M =
    foldTo(destination, 0) { acc, e -> acc + valueSelector(e) }

/*
 // TODO: sum by long and by double overloads

public inline fun <T, K, M : MutableMap<K, Long>> Grouping<T, K>.sumByEachByLongTo(destination: M, valueSelector: (T) -> Long): M =
    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e) }

public inline fun <T, K> Grouping<T, K>.sumByEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
    fold(0L) { acc, e -> acc + valueSelector(e) }

public inline fun <T, K, M : MutableMap<K, Double>> Grouping<T, K>.sumByEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e) }

public inline fun <T, K> Grouping<T, K>.sumByEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
    fold(0.0) { acc, e -> acc + valueSelector(e) }
*/

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 */

package kotlin.js

/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level = DeprecationLevel.ERROR)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", ReplaceWith("PI", "kotlin.math.PI"), level = DeprecationLevel.ERROR)
    public val PI: Double

    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random")
    public fun random(): Double

    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level = DeprecationLevel.ERROR)
    public fun abs(value: Double): Double

    @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", "kotlin.math.acos"), level = DeprecationLevel.ERROR)
    public fun acos(value: Double): Double

    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", "kotlin.math.asin"), level = DeprecationLevel.ERROR)
    public fun asin(value: Double): Double

    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan"), level = DeprecationLevel.ERROR)
    public fun atan(value: Double): Double

    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2"), level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double

    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", "kotlin.math.cos"), level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double

    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", "kotlin.math.sin"), level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double

    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", "kotlin.math.exp"), level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double

    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int

    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float

    @Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Double): Double

    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Int): Int

    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float

    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double

```kotlin
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
}
```

```kotlin
/*
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 * contributors.
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 * LICENSE.txt file.
 */
@file:Suppress("DEPRECATION_ERROR")
package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math

/** Computes the sine of the angle \([x]\) given in radians. *\n * Special cases:\n * - \(\sin(\text{NaN}+)\) is \(\text{NaN}\) *\n * - \(\sin(\text{NaN}-)\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle \([x]\) given in radians. *\n * Special cases:\n * - \(\cos(\text{NaN}+)\) is \(\text{NaN}\) *\n * - \(\cos(\text{NaN}-)\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle \([x]\) given in radians. *\n * Special cases:\n * - \(\tan(\text{NaN}+)\) is \(\text{NaN}\) *\n * - \(\tan(\text{NaN}-)\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value \([x]\); the returned value is an *\n * angle in the range from \(-\pi/2\) to \(\pi/2\) radians. *\n * Special cases:\n * - \(\text{asin}(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value \([x]\); the returned value is *\n * an angle in the range from \(0.0\) to \(\pi\) radians. *\n * Special cases:\n * - \(\text{acos}(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value \([x]\); the returned value is *\n * an angle in the range from \(-\pi\) to \(\pi\) radians. *\n * Special cases:\n * - \(\text{atan}(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the hyperbolic sine of the value \([x]\). *\n * Special cases:\n * - \(\sinh(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value \([x]\). *\n * Special cases:\n * - \(\cosh(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value \([x]\). *\n * Special cases:\n * - \(\tanh(\text{NaN})\) is \(\text{NaN}\) *\n * @since 1.2 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)
```

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value is positive 'y' such that \( \cosh(y) = x \). Special cases: if \( x = -\text{acosh}(\text{NaN}) \) is \( \text{NaN} \), when \( x < 1 \) or \( \text{acosh}(\text{+Inf}) \). The returned value is 'y' such that \( \tanh(y) = x \). Special cases: if \( x = \text{acosh}(\text{NaN}) \) is \( \text{NaN} \). When \( x > 1 \) or \( x < -1 \) and \( \text{tanh}(1.0) = \text{+Inf} \) and \( \text{tanh}(-1.0) = \text{-Inf} \), the other is not infinite. Special cases: if \( x = \text{acosh}(\text{NaN}) \) if any arguments is infinite. Special cases: if \( x = \text{acosh}(\text{NaN}) \) if any arguments is infinite. Special cases: if \( x = \text{acosh}(\text{NaN}) \) if any arguments is infinite.

```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)
```

** Computes the inverse hyperbolic tangent of the value \( x \).\n\n\* Special cases: if \( x = \text{acosh}(\text{NaN}) \) if any arguments is infinite. 4
\* Computes the inverse hyperbolic tangent of the value \( x \).\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)
```

- The returned value is 'y' such that \( \tanh(y) = x \). Special cases: if \( x = \text{atanh}(\text{NaN}) \) is \( \text{NaN} \). When \( x > 1 \) or \( x < -1 \), \( \text{atanh}(1.0) \). Special cases: if \( x = \text{atanh}(\text{NaN}) \) if any arguments is infinite.

```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)
```

- Computes the positive square root of the value \( x \).\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)
```

- Computes Euler's number \( e \) raised to the power of the value \( x \).\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)
```

- Computes \( e^x - 1 \) for values near zero.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)
```

- Computes the logarithm of the value \( x \) to the given base.\n\n```kotlin
public actual fun log(x: Double, base: Double): Double {
    if (base <= 0.0 || base == 1.0) return Double.NaN
    return nativeMath.log(x) / nativeMath.log(base)
}
```

- Computes \( \log_10(x) \) for values near zero.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)
```

- Computes \( \log_2(x) \) for values near zero.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)
```

- Computes \( \ln(1 + x) \) for values near zero.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Double): Double = nativeMath.log1p(x)
```

- Computes the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n```

- Computes the largest double value that is smaller than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double = nativeMath.floor(x).unsafeCast<Double>()
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Double): Double = nativeMath.trunc(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun round(x: Double): Double = nativeMath.round(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(x: Double, y: Double): Double = nativeMath.min(x, y)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(x: Double, y: Double): Double = nativeMath.max(x, y)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Double): Double = nativeMath.abs(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Double): Double = nativeMath.sign(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log1p(x: Double): Double = nativeMath.log1p(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Double): Double = nativeMath.exp(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log1p(x: Double): Double = nativeMath.log1p(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log(x: Double): Double = nativeMath.log(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double = nativeMath.log10(x)
```

- Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n\n```kotlin
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double = nativeMath.log2(x)
```
the closest integer with ties rounded towards even integer.\n
*round(x)* is `x` where `x` is 'NaN' or '+Inf' or '-Inf' or already a mathematical integer.\n *round(x)* is `x` where `x` is 'NaN' or '+Inf' or '-Inf' or already a mathematici
Float Math

- Computes the sine of the angle [x] given in radians.
  \[ \sin(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the cosine of the angle [x] given in radians.
  \[ \cos(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the tangent of the angle [x] given in radians.
  \[ \tan(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the arc cosine of the value [x].
  \[ \arccos(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the arc tangent of the value [x].
  \[ \arctan(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the arc sine of the value [x].
  \[ \arcsin(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the hyperbolic sine of the value [x].
  \[ \sinh(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the hyperbolic cosine of the value [x].
  \[ \cosh(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the hyperbolic tangent of the value [x].
  \[ \tanh(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the inverse hyperbolic sine of the value [x].
  \[ \arcsinh(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the inverse hyperbolic cosine of the value [x].
  \[ \arccosh(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
- Computes the inverse hyperbolic tangent of the value [x].
  \[ \tanh^{-1}(x) = \frac{x}{\text{PI/2}} \times \frac{x}{\text{PI/2}} \]
`acosh(NaN)` is `NaN`
- `acosh(x)` is `NaN` when `x < 1`
- `acosh(+Inf)` is `+Inf`

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 *
 * Special cases:
 * - `tanh+y`) is `x`.
 * - `tanh(NaN)` is `NaN`
 * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`
 * - `tanh(1.0)` is `+Inf`
 * - `tanh(-1.0)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value [x] to the given [base].
 *
 * Special cases:
 * - `ln(a + 1)` is `NaN`
 * - `ln(0.0)` is `-Inf`
 * - `ln(1)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Float): Float =
nativeMath.log(x.toDouble()).toFloat()
towards the closest integer with ties rounded towards even integer.

Special cases:
- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

    round(x.toDouble()).toFloat() Returns the absolute value of the given value [x].

Special cases:
- `abs(NaN)` is `NaN`.
- `round(-1.0)` if the value is negative.
- `round(0.0)` is `1.0`.
- `b.pow(0.0)` returns `NaN` for `b.pow(0.0)` is `0.0`.
- `b.pow(-1.0)` returns `NaN` for `b < 0`.

    nativeMath.pow(x.toDouble()).toFloat() Returns the value of this power [x].

Special cases:
- `b.pow(0.0)` is `1.0`.
- `b.pow(1.0)` is `b`.
- `b.pow(NaN)` is `NaN`.
- `b.pow(x)` is `NaN` for `x` is not an integer.

    nativeMath.pow(x.toDouble()).toFloat() Returns the absolute value of this value.

Special cases:
- `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow.
- `abs(NaN)` is `NaN`.

    nativeMath.abs(x.toDouble()).toFloat() Returns the absolute value of this power [x].

Special cases:
- `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow.
- `abs(NaN)` is `NaN`.

    withSign(sign: Float) Returns this value with the sign bit same as of the [sign] value.

If [sign] is `NaN` the sign of the result is undefined.

- `withSign(sign: Int)` Returns this value with the sign bit same as of the [sign] value.

Ties are rounded towards positive infinity.
- `x.roundToLong()` Returns this value with the sign bit same as of the [sign] value.

Ties are rounded towards positive infinity.
- `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`.
- `x.roundToLong()` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`.

    nativeMath.min(a, b).toDouble().toFloat() Returns the greater of two values.

Special cases:
- `min(0.0)` is `0.0`.
- `min(-1.0)` if the value is negative.
- `min(1.0)` is `1.0`.

    nativeMath.min(a.toDouble(), b.toDouble()).toDouble() Returns the greater of two values.

Special cases:
- `min(0.0)` is `0.0`.
- `min(-1.0)` if the value is negative.
- `min(1.0)` is `1.0`.

    nativeMath.min(a.toDouble(), b.toDouble()).toDouble() Returns the greater of two values.

Special cases:
- `min(0.0)` is `0.0`.
- `min(-1.0)` if the value is negative.
- `min(1.0)` is `1.0`.
b)\n/*
 * Returns the absolute value of this value.
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline val Int.absoluteValue: Int get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the absolute value of the given value [n].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countLeadingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countTrailingZeroBits(): Int =
    this or -this

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - this)

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*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.takeLowestOneBit(): Int =\n  // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit this and - this\n  if (bitCount == 0) 0 else this.shr(bitCount) or this.ushr(-bitCount) * Rotating the number left by the specified [bitCount] number of bits.
  * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
  * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
  * Rotating the number left by the specified [bitCount] number of bits.
  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
  * Rotating the number right by the specified [bitCount] number of bits.
  * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally*
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  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
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  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
  * number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Int.SIZEBITS] (64) returns the same number, or more generally*
negative bit count is the same as rotating it left by the negated bit count:
\[ \text{number.rotateRight}(-n) == \text{number.rotateLeft}(n) \]
Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:
\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \% 64) \]

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)
```

```
/*
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 */

package kotlin.internal

@package: Antelope

val @SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
val @package: Antelope

val @SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
val @package: Antelope

```

```
/*
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 */

package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
        catch(onRejected: (Throwable) -> S?): Promise<S>

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

```

```
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 */

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

```

```
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 */

package kotlin.reflect

import findAssociatedObject

/**
 * The experimental marker for associated objects API.
 */
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(value = AnnotationRetention.BINARY)
public annotation class ExperimentalAssociatedObjects

/**
 * Makes the annotated annotation class an associated object key.
 */
@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class AssociatedObjectKey

/**
 * If T is an @AssociatedObjectKey-annotated annotation class and S::class is annotated wit
 * Any usage of a declaration annotated with
 * `@ExperimentalAssociatedObjects` must be accepted either by `null` * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`, `null` * or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`.
 */
@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? * Makes the annotated annotation class an associated object key.

```

```
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 */

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
@Target(ElementType.TYPE)
@Retention(AnnotationRetention.RUNTIME)
public annotation class JsClass

```

```
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 */

package com.google.solutions.dnac.platform.antelope

import com.google.solutions.dnac.platform.antelope.OpenSource

```

```
Open Source Used In DNAC Platform Antelope 9537
val name: String

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> KClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

package kotlin.reflect.js

internal class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val qualifiedName: String?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other
    }

    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun toString(): String {
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass:
        JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal class ErrorKClass : KClass<Nothing> {
    override val simpleName: String? = error("Unknown simpleName for ErrorKClass")
    override val qualifiedName: String? = error("Unknown qualifiedName for ErrorKClass")

    override fun isInstance(value: Any?): Boolean = error("Can't check isInstance on ErrorKClass")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
        classifier == other.classifier && arguments == other.arguments &&
        isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null ->
                classifier.toString()
            kClass.simpleName != null -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName
            + args + nullable
    }

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    private fun KTypeProjection.asString(): String {
        if (variance == null) return "*"
        return
            variance.prefixString() + type.toString()
    }
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass =
        PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass =
        PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass =
        PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<*>>(), "Array", { it is Array })

    @JsName("stringClass")
    val stringClass =
        PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass =
        PrimitiveKClassImpl(js("Throwables").unsafeCast<JsClass<Throwables>>(), "Throwables", { it is Throwables })
}
primitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

@JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntegerArray>>(), "IntArray", { it is IntArray })

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

    @JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    @JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }

private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {
    return if (js("Array").isArray(jClass)) {
        getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
    } else {
        getKClass1(jClass.unsafeCast<JsClass<T>>() as KClass<T>)
    }
}

@JsName("getKClassM")
internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
    1 -> getKClass1(jClasses[0])
    0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
    else -> ErrorKClass().unsafeCast<KClass<T>>()
}

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
            PrimitiveClasses.intClass
        else PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" -> PrimitiveClasses.functionClass(e.asDynamic().length)
        else -> KClass::class
    }

    .unsafeCast<KClass<T>>()
}

constructor

val constructor = js("Object").getPrototypeOf(e).constructor
when { e when { e is BooleanArray -> PrimitiveClasses.booleanClass
    e is CharArray -> PrimitiveClasses.charArrayClass
    e is ByteArray -> PrimitiveClasses.byteArrayClass
    e is LongArray -> PrimitiveClasses.longArrayClass
    e is FloatArray -> PrimitiveClasses.floatArrayClass
    e is DoubleArray -> PrimitiveClasses.doubleArrayClass
    e is KClass<*> -> KClass.class
    e is Array<*> -> PrimitiveClasses.arrayClass
    else -> { val constructor = js("Object").getPrototypeOf(e).constructor
        when { e === null constructor === js("Error") -> PrimitiveClasses.throwableClass
            else -> { val jsClass: JsClass<T> = constructor
                getKClass1(jsClass) }
        } unsafeCast<KClass<T>>()
    }
    @JsName("getString")()} unsafeCast<KClass<T>>()
PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()
val metadata = jClass.asDynamic().`$metadata$`
return if (metadata != null) {
    if (metadata.`$kClass$` == null) {
        val kClass =
SimpleKClassImpl(jClass)
        metadata.`$kClass$` = kClass
    } else {
        SimpleKClassImpl(jClass)
    }
} else {
    null
}

return if (metadata != null) {
    if (metadata.`$kClass$` == null) {
        val kClass =
SimpleKClassImpl(jClass)
        metadata.`$kClass$` = kClass
        kClass
    } else {
        metadata.`$kClass$`
    }
} else {
    SimpleKClassImpl(jClass)
}
}

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 */

package kotlin.js

/**
 * Exposes
 * the JavaScript 
RegExp object
 * to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular
     * expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public
    val global: Boolean
    val ignoreCase: Boolean
    val multiline: Boolean
}

/**
 * Resets the
 * regular expression so that subsequent
 * [RegExp.test] and
 * [RegExp.exec] calls will match starting with the beginning of
 * the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or
introduce asArray() extension
*/*

public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by
 * [RegExp.exec] if
 * the [index] parameter is 0, or the text matched by each capturing parenthesis
 * at the given index.
 */
public inline

/**
 * Converts the result of
 * [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
 * element
 * is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out
String?> = unsafeCast<Array<out String?>>()

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 */

package kotlin.sequences

internal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef: Sequence<T>? = sequence

    actual override fun iterator(): Iterator<T> {
        val sequence =
        sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
        sequenceRef =
        null
        return sequence.iterator()
    }
}

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 */

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform
 * multiple string manipulation operations.
 * It contains the same characters as the specified
 * [content] char sequence.
 */
public actual class StringBuilder actual constructor(content: String) :
Appendable, CharSequence {
    private var sequenceRef: Sequence<String> =
    SequenceRef?
    = sequence
    actual override fun iterator(): Iterator<String> {
        return sequence.iterator()
    }

    actual override fun append(value: Char): StringBuilder {
        string += value
        return this
    }

    actual override fun get(index: Int): Char {
        string.get(index)
    }

    actual override fun toString(): String {
        return string
    }
}

/**
 * Character coding exception.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual open class CharacterCodingException(message: String?) : Exception(message) {
    actual constructor() : this(null)
}

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 */

Open Source Used In DNAC Platform Antelope 9541
override fun append(value: CharSequence?): StringBuilder {
    string += value.toString()
    return this
}
the entire supplementary character.

*param index the index of `Char` to remove.

* @throws
IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @throws
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
    return this
}

/**
   * Removes characters in the specified range from this string builder and
   * returns this instance.

   * @param startindex the beginning (inclusive) of the range to remove.

   * @param endindex the end (exclusive) of the range to remove.

   * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startindex] is not out of range of this string builder indices or when `startIndex > endIndex`.

   * @since Kotlin("1.4")

   * @sinceExperimental(ExperimentalStdlibApi::class)

   public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
        checkReplaceRange(startIndex, endIndex, length)

        string = string.substring(0, startIndex) + string.substring(endIndex)
        return this
    }

    /**
     * Copies characters from this string builder into the [destination] character array.

     * @param destination the array to copy to, 0 by default.

     * @param destinationOffset the position in the array to copy to, 0 by default.

     * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.

     * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

     * @since Kotlin("1.4")

     * @sinceExperimental(ExperimentalStdlibApi::class)

     public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
            AbstractList.checkBoundsIndexes(startIndex, endIndex, length)

            var dstIndex = destinationOffset
            for (index in startIndex until endIndex) {
                destination[dstIndex++] = string[index]
            }
        }

    /**
     * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

     * Characters are appended in order, starting at specified [startIndex].

     * @param value the array from which characters are appended.

     * @param startIndex the beginning (inclusive) of the subarray to append.

     * @param endIndex the end (exclusive) of the subarray to append.

     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

     * @since Kotlin("1.4")

     * @sinceExperimental(ExperimentalStdlibApi::class)

     public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
            @OptIn(ExperimentalStdlibApi::class)
            string += value.concatToString(startIndex, endIndex)
            return this
        }

    /**
     * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.

     * @param value the character sequence from which a subsequence is appended.

     * @param startIndex the beginning (inclusive) of the subsequence to append.

     * @param endIndex the end (exclusive) of the subsequence to append.

     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

     * @since Kotlin("1.4")

     * @sinceExperimental(ExperimentalStdlibApi::class)

     public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
            val stringCsq = value.toString()

            AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

            string += stringCsq.substring(startIndex, endIndex)
            return this
        }

    /**
     * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

     * The inserted characters go in same order as in the [value] array, starting at [index].

     * @param index the position in this string builder to insert at.

     * @param value the array from which characters are inserted.

     * @param startIndex the beginning (inclusive) of the subarray to insert.

     * @param endIndex the end (exclusive) of the subarray to insert.

     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

     */

}
insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)

    @OptIn(ExperimentalStdlibApi::class)
    string =
    string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}

inStringCsq = value.toString()
AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
return this
}

/**
 * Clears the content of this string builder making it empty and returns this instance.
 *
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 *
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 *
 * @param index the index of `Char` to remove.
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.appendRange(value, startIndex, endIndex)

StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
this.appendRange(value, startIndex, endIndex)

StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)
`StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
  this.insertRange(index, value, startIndex, endIndex)

public actual fun Char.isWhitespace(): Boolean = toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
  js("String.fromCharCode")((toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar())

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =
  js("String.fromCharCode")((toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar())

/**
 * Returns `true` if the content of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual inline fun String.toBoolean(): Boolean =
  this.toString().matches("\btrue\b")

/**
 * Parses the string as a signed `Byte` number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed `Byte` number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an `Int` number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an `Int` number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)
number

/*
 * Public actual function String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)
 *
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?:

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() ||
        it == 0.0 && this.isNotBlank())
        numberFormatException(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float =

toDouble().unsafeCast<Float>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 &&
        this.isNotBlank())
        numberFormatException(this)
}

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? =

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 */
@PublishedApi
internal actual fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 */
@PublishedApi
internal actual fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 */
public actual fun Int.toString(radix: Int): String =

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode.
     *
     * In multiline mode the expressions `^` and `$` match just after or just before,
     * respectively, a line terminator or the end of the input sequence.
     */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 *
 * @param value The value of captured group.
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and
 * split text around matches.
 *
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
 * and
 * [http://www.w3schools.com/jsref/jsref_obj_regex.asp](https://www.w3schools.com/jsref/jsref_obj_regex.asp).
 */
@PublishedApi
public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {

    /** Creates a regular expression from the specified pattern and the specified set of [options].
     * @param options The value of captured group.
     */
    @constructor Creates a regular expression from the specified [pattern] string and the specified set of options.
    * * */
    public actual class Regex actual constructor(pattern: String, options: Set< RegexOption >): String

    /** Creates a regular expression from the specified [pattern] string and the specified single [option].
     * * */
    public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")

    fun * */
from the specified [pattern] string and the default options. */
    public actual constructor(pattern: String) :
        this(pattern, emptySet()) /* The pattern string of this regular expression. */
        public actual val pattern:
            String = pattern
        /* The set of options that were used to create this regular expression. */
        public actual val options: Set<RegexOption> = options.toSet()
    }

    /**
     * Indicates whether the regular expression matches the entire [input]. */
    public actual infix fun matches(input: CharSequence): Boolean {
        nativePattern.reset()
        val match = nativePattern.exec(input.toString())
        return match != null && match.index == 0 &&
                nativePattern.lastIndex == input.length
    }

    /** Indicates whether the regular expression can find at least one
     * match in the specified [input]. */
    public actual fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset()
        return nativePattern.test(input.toString())
    }

    /** Returns the first match of a regular expression in the [input],
     * beginning at the specified [startIndex]. */
    public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
        if (startIndex < 0 || startIndex > input.length) {
            throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
        }
        return nativePattern.findNext(input.toString(), startIndex)
    }

    /** Returns a sequence of all occurrences of a regular expression
     * within the [input] string, beginning at the specified [startIndex].
     */
    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
        if (startIndex < 0 || startIndex > input.length) {
            throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
        }
        return generateSequence({ find(input, startIndex) }, { match -> match.next() })
    }

    /** Attempts to match the entire [input] CharSequence against the pattern.
     * */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') && pattern.endsWith('$'))
            return find(input)
        else
            return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
    }

    /** Replaces all occurrences of this regular expression in the specified [input]
     * with specified [replacement] expression. */
    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /** Replaces all occurrences of this regular expression in the specified [input] string with
     * the result of [transform] that takes [MatchResult] and returns a string to be used as a
     * replacement for that match. */
    public actual fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return input.toString()
        val lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            if (match == null) return sb.toString()
            sb.append(transform(match))
            lastStart = match.range.start
            match = find(input)
        } while (lastStart < length && match != null)
        sb.append(escapeWithBackslash(input, lastStart, foundMatch.range.endInclusive))
        return sb.toString()
    }

    /** Replaces the first occurrence of this regular expression in the specified [input] string
     * with specified [replacement] expression. */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions =
options.map { it.value }.joinToString(separator = "\"\")
    return input.toString().nativeReplace(Regexp(pattern, nonGlobalOptions), replacement)  
  }  
}  
/**  
 * Splits the [input] CharSequence around matches of this  
 * regular expression.  
 * @param limit Non-negative value specifying the maximum number of substrings  
 * the string can be split to.  
 * @param limit Limit must be non-negative, but was \"limit\"  
 * val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }  
 * var result =  
 * mutableListOf<String>()  
 * var lastStart = 0  
 * for (match in matches) {  
 *    result.add(input.substring(lastStart, match.range.start).toString())  
 *    lastStart = match.range.endInclusive + 1  
 * }  
 * result.add(input.substring(lastStart, input.length).toString())
 * return result
 */

/**  
 * Returns the string representation of this regular expression, namely the [pattern] of this regular  
 * expression.  
 */
/**  
 * Returns a regular expression pattern string that matches the specified [literal] string literally.  
 * No characters of that string will have special meaning when searching for an occurrence of the regular expression.  
 */
public override fun toString(): String = nativePattern.toString()

actual companion object {
    /**  
     * Returns a regular expression that  
     * matches the specified [literal] string literally.  
     * No characters of that string will have special meaning when it is used as a  
     * replacement string in [Regex.replace] function.  
     */
    public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

    /**  
     * Returns a literal replacement expression for the  
     * specified [literal] string.  
     * No characters of that string will have special meaning when it is used as a  
     * replacement string.  
     */
    public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$")

    private val patternEscape = RegExp("""[\-\\^$*+?.()|\[\]{}]\""", "g")
    private val replacementEscape = RegExp("""\$""", "g")
}

/**
 * Creates a regular expression from the specified [pattern] string and the specified single [option].
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex\$3q2\$")
public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))

/** Creates a regular expression from the specified [pattern] string and the default options.  
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())
newChar.toString()*/n","*/n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
 */n */npackage kotlin.text
*/n/**
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */n
package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.
 * @throws CharacterCodingException if the sequence is malformed and [throwOnMalformed] is true.
 */
@OptIn(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at $index")
    return -size
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes, where the first byte of the sequence is the
 * [byte1] and the second byte is in the [bytes] array at the [index].
 * * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes, where the first byte of the sequence is the
 * [byte1] and the others are in the [bytes] array starting from the [index].
 * * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte3 and 0x80 != 0) {
        return malformed(2, index, throwOnMalformed)
    }

    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1F80
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes, where the first byte of the sequence is the
 * [byte1] and the others are in the [bytes] array starting from the [index].
 * * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence
 * if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence is malformed and [throwOnMalformed] is true.
 */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte3 and 0x80 != 0) {
        return malformed(2, index, throwOnMalformed)
    }

    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor (byte4 and 0x80)
}
throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }

    /**
     * Maximum number of bytes needed to encode a single char.
     * @param string the string to encode.
     * @param startCharIndex the start offset (inclusive) of the substring to
     * @param endCharIndex the end offset (exclusive) of the substring to encode.
     * @param throwOnMalformed whether to throw on malformed char sequence or replace
     * by the replacement value.
     */
    private fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
        require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

        var byteIndex = 0
        var charIndex = startIndex
        while (charIndex < endIndex) {
            val code = string[charIndex++].toInt()
            when {
                code < 0x80 ->
                    bytes[byteIndex++] = code.toByte()

                code < 0x800 -> {
                    bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                }

                code < 0xD800 || code >= 0xE000 -> {
                    bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                    bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                }

                else -> { // Surrogate char value
                    val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                    if (codePoint <= 0) {
                        bytes[byteIndex++] = REPLACEMENT_CHAR
                    } else {
                        bytes[byteIndex++] = (codePoint shr 18) or 0xF0
                        bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                        bytes[byteIndex++] = ((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    }
                }
            }
        }

        return if (bytes.size == byteIndex) { string } else { bytes.toByteArray() }
    }

    /**
     * The character a malformed UTF-8 byte sequence is replaced by.
     */
    private const val REPLACEMENT_CHAR = '\uFFFD'

    /**
     * Decodes the UTF-8 [bytes] array and returns the resulting [String].
     * @param bytes the byte array to decode.
     * @param startIndex the start offset (inclusive) of the array to be decoded.
     * @param endIndex the end offset (exclusive) of the array to be encoded.
     * @param throwOnMalformed whether to throw on malformed byte sequence or replace
     * by the replacement value.
     */
    internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
        require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

        var byteIndex = startIndex
        val stringBuilder = StringBuilder()
        while (byteIndex < endIndex) {
            val byte = bytes[byteIndex++].toInt()
            when {
                byte >= 0 ->
                    stringBuilder.append(byte.toChar())

                byte shr 5 == -2 -> {
                    val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_CHAR)
                    } else {
                        stringBuilder.append(code.toChar())
                        byteIndex += 1
                    }
                }

                byte shr 4 == -2 -> {
                    val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                    if (code <= 0) {
                        stringBuilder.append(REPLACEMENT_CHAR)
                    } else {
                        stringBuilder.append(code.toChar())
                        byteIndex += 2
                    }
                }

                else -> {
                    when (byte and 0x80) {
                        if (byte and 0x40 != 0x00) {
                            val codePoint = codePointFrom1(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                            if (codePoint <= 0) {
                                stringBuilder.append(REPLACEMENT_CHAR)
                            } else {
                                stringBuilder.append(code.toChar())
                                byteIndex += 1
                            }
                        } else {
                            val codePoint = codePointFrom0(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                            if (codePoint <= 0) {
                                stringBuilder.append(REPLACEMENT_CHAR)
                            } else {
                                stringBuilder.append(code.toChar())
                                byteIndex += 2
                            }
                        }
                    }
                }
            }
        }

        return stringBuilder.toString()
    }
}
byte shr 3 == -2 -> {
    val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
    if (code <= 0) {StringBuilder.append(REPLACEMENT_CHAR)
        byteIndex += -code
    } else {
        val high = (code - 0x10000) shr 10 or 0xD800
        val low = (code and 0x3FF) or 0xDC00
        stringBuilder.append(high.toChar())
        stringBuilder.append(low.toChar())
        byteIndex += 3
    }
}
else -> {
    malformed(0, byteIndex, throwOnMalformed)
    stringBuilder.append(REPLACEMENT_CHAR)
}

return stringBuilder.toString()
json("maximumFractionDigits" to decimals)).unsafeCast<String>().unsafeCast<Number>().unsafeCast<Double>().formatScientific(value = Double) return value.asDynamic().toExponential(2).unsafeCast<String>().unsafeCast<Number>().unsafeCast<Double>().formatScientific(value = Double)

internal actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

@SinceKotlin("1.4")
public fun Document.createElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return createElement(name).apply(init)
}

@SinceKotlin("1.4")
public fun Element.appendElement(name: String, init: Element.() -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return ownerDocument!!.createElement(name, init).also {
        appendChild(it)
    }
}

@SinceKotlin("1.4")
fun Element.hasClass(cssClass: String): Boolean = className.matches("\"(^|.*\s+)$cssClass($|\s+.*)\"\".toRegex())

@SinceKotlin("1.4")
fun Element.addClass(vararg cssClasses: String): Boolean {
    val missingClasses = cssClasses.filterNot { hasClass(it) }
    if (missingClasses.isNotEmpty()) {
        val presentClasses = className.trim()
        className = buildString {
            append(presentClasses)
            if (!presentClasses.isEmpty()) {
                append(" ")
            }
            missingClasses.joinTo(this, " ")
        }
        return true
    }

    return false
}

@SinceKotlin("1.4")
fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return true
    }

    return false
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform multiple string manipulation operations.
 */
expect class StringBuilder : Appendable, CharSequence {
    /** Constructs an empty string builder. */
    constructor()

    /** Constructs an empty string builder with the specified initial [capacity]. */
    constructor(capacity: Int) **/ Constructs a string builder that contains the same characters as the specified [content] char sequence. */
    constructor(content: CharSequence) **/ Constructs a string builder that contains the same characters as the specified [content] string. */
    constructor(content: String) **/ Constructs a string builder with the specified initial [capacity]. */
    constructor(capacity: Int) **/ Converts the string into a regular expression [Regex] with the default options. */
    constructor(regExp: String) **/ Converts the string into a regular expression [Regex] with the specified single [option]. */
    constructor(regExp: Regex, option: RegexOption) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
    constructor(content: Any) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
    constructor(content: Any, options: Set<RegexOption>) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.*

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    constructor(regExp: Regex, option: RegexOption) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
    constructor(content: Any) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
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    constructor(content: Any) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
    constructor(content: Any, options: Set<RegexOption>) **/ Converts the string into a regular expression [Regex] with the specified set of [options]. */
Surrogate pairs included in this string builder are treated as single characters. Therefore, the order of the high-
low surrogates is never reversed. Note that the reverse operation may produce new surrogate pairs that
were unpaired low-surrogates and high-surrogates before the operation. For example, reversing
`"\u00DD\u00CD"` produces `"\u00CD\u00DD"` which is a valid surrogate pair. fun reverse():

The overall effect is exactly as if the [value] were converted to a string by the
`value.toString()` method, and then that string was appended to this string builder. fun append(value: Any?): StringBuilder

The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder..fun append(value: Boolean): StringBuilder

`null` produces `"null"` which is a valid surrogate pair.

Characters are appended in order, starting at the index 0. fun ensureCapacity(minimumCapacity: Int): StringBuilder

* If [value] is `null`, then the four characters `"null\000"` are appended.

* The capacity is the maximum length this string builder can have before an allocation occurs.

* If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.

* Otherwise, this method takes no action and simply returns.

* Returns `-1` if the specified [string] does not occur in this string builder.

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].

* The last occurrence of empty string `"\000"` is considered to be at the index equal to `this.length - 1` if the specified [string] does not occur in this string builder.

* Returns the index within this string builder of the last occurrence of the specified [string].

* Inserts the string representation of the specified boolean [value] into this string builder and returns this instance.

* The overall effect is as if the [value] were converted to a string by the `value.toString()` method, and then that string was inserted into this string builder at the specified [index].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* Returns this instance.

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* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* Returns this instance.
with characters in the specified string [value] and returns this instance.

*\n* @param startIndex the beginning (inclusive) of the range to replace.
*\n* @param endIndex the end (exclusive) of the range to replace.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
*\n* @param index the index of `Char` to remove.
*\n* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this instance.
*\n* @param startIndex the beginning (inclusive) of the range to remove.
*\n* @param endIndex the end (exclusive) of the range to remove.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] is out of bounds of this string builder indices or when `startIndex > endIndex`.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this string builder into the [destination] character array.
*\n* @param destination the array to copy to.
*\n* @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
*\n* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length): CharArray

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder
*\n* @param value the array from which characters are appended.
*\n* @param startIndex the beginning (inclusive) of the subarray to append.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] is out of bounds of the [value] array indices or when `startIndex > endIndex`.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder
*\n* @param value the character sequence from which a subsequence is appended.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

*\n* @SinceKotlin("1.4")\n*\n* @WasExperimental(ExperimentalStdlibApi::class)\n*\n* @public expect fun

StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder
*\n* @param value the character sequence from which a subsequence is appended.
*\n* @param startIndex the beginning (inclusive) of the subsequence to append.
*\n* @param endIndex the end (exclusive) of the subsequence to append.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

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StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder
*\n* @param value the character sequence from which a subsequence is appended.
*\n* @param startIndex the beginning (inclusive) of the subsequence to append.
*\n* @param endIndex the end (exclusive) of the subsequence to append.
*\n* @throws IndexOutOfBoundsException or [IllegalStateException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

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StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(): StringBuilder = append('
')

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder = append(value).appendLine()

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Any?): StringBuilder = append(value).appendLine()
org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@SinceKotlin("1.4")
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
@SinceKotlin("1.4")
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

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 */

package kotlinx.dom

import org.w3c.dom.*

/** Removes all the children from this node. */
@SinceKotlin("1.4")
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 * @return this element
 */
@SinceKotlin("1.4")
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

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package org.w3c.dom

@Deprecated("Use UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("`as`"))
var HTMLLinkElement.as_
    get() = `as`
    set(value) {
        `as` = value
    }

@Deprecated("Use `is` instead.", ReplaceWith("`is`"))
var ElementCreationOptions.is_
    get() = `is`
    set(value) {
        `is` = value
    }

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

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package org.w3c.dom

public external interface WebGLObject

/**
 * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external class WebGLBuffer

/**
 * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external class WebGLFramebuffer

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public external class WebGLBuffer

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Open Source Used In DNAC Platform Antelope

[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin

[WebGLRendererbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRendererbuffer) to Kotlin

[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin

[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin

[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin

[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin

[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin

```kotlin
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin

[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin

[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin

[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin

[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin

[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
```

```kotlin
/**
 * Exposes the JavaScript

[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin

[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin

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[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin

[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
```
Int, attachment: Int, texture: WebGLTexture?, level: Int)
fun frontFace(mode: Int)
fun generateMipmap(target: Int)
fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
fun getAttribLocation(program: WebGLProgram?, name: String): Int
fun getBufferParameter(target: Int, pname: Int): Any?
fun getParameter(pname: Int): Any?
fun getError(): Int
fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Int?
fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getTexParameter(target: Int, pname: Int): Any?
fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?
fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?
fun getVertexAttrib(index: Int, pname: Int): Any?
fun getVertexAttribOffset(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int)
fun isEnabled(cap: Int): Boolean
fun isBuffer(buffer: WebGLBuffer?): Boolean
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
fun isShader(shader: WebGLShader?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun lineWidth(width: Float)
fun linkProgram(program: WebGLProgram?)
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilMaskSeparate(face: Int, mask: Int)
fun stencilOp(fail: Int, zfail: Int, zpass: Int)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun texImage2D(target: Int, level: Int, format: Int, type: Int, source: TexImageSource?)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2iv(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3iv(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4iv(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)

fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)

fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)

fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)

fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)


fun viewport(x: Int, y: Int, width: Int, height: Int)
fun companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRAVERSE: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val BLEND_SRC_RGB: Int
    val BLEND_SRC_ALPHA: Int
    val BLEND_DST_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val FRONT_FACE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITEMASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_FAIL: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF: Int
    val STENCIL_VALUE_MASK: Int
    val STENCIL_BACK_FUNC: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_PASS: Int
    val STENCIL_BACK_REF: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val VIEWPORT: Int
    val SCISSOR_BOX: Int
    val COLOR_CLEAR_VALUE: Int
    val COLOR_WRITEMASK: Int
    val UNPACK_ALIGNMENT: Int
    val PACK_ALIGNMENT: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
    val SUBPIXEL_BITS: Int
    val RED_BITS: Int
    val GREEN_BITS: Int
    val BLUE_BITS: Int
    val ALPHA_BITS: Int
    val DEPTH_BITS: Int
    val STENCIL_BITS: Int

POLYGON_OFFSET_UNITS: Int  val POLYGON_OFFSET_FACTOR: Int  val
TEXTURE_BINDING_2D: Int  val SAMPLE_BUFFERS: Int  val SAMPLES: Int  val
SAMPLE_COVERAGE_VALUE: Int  val SAMPLE_COVERAGE_INVERT: Int  val
COMPRESSED_TEXTURE_FORMATS: Int  val DONT_CARE: Int  val FASTEST: Int  val
NICEST: Int  val GENERATE_MIPMAP_HINT: Int  val BYTE: Int  val UNSIGNED_BYTE:
Int  val SHORT: Int  val UNSIGNED_SHORT: Int  val INT: Int  val UNSIGNED_INT: Int  val
FLOAT: Int  val DEPTH_COMPONENT: Int  val ALPHA: Int  val RGB: Int  val RGBA:
Int  val LUMINANCE: Int  val LUMINANCE_ALPHA: Int  val UNSIGNED_SHORT_4_4_4_4:
Int  val UNSIGNED_SHORT_5_5_5_1: Int  val UNSIGNED_SHORT_5_6_5: Int  val FRAGMENT_SHADER:
Int  val VERTEX_SHADER: Int  val MAX_VERTEX_ATTRIBS: Int  val MAX_VERTEX_UNIFORM_VECTORS:
Int  val MAX_VARYING_VECTORS: Int  val MAX_COMBINED_TEXTURE_IMAGE_UNITS:
Int  val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int  val MAX_TEXTURE_IMAGE_UNITS:
Int  val SHADER_TYPE: Int  val DELETE_STATUS: Int  val VALIDATE_STATUS: Int  val
ATTACHED_SHADERS: Int  val ACTIVE_UNIFORMS: Int  val ACTIVE_ATTRIBUTES: Int  val
SHADING_LANGUAGE_VERSION: Int  val CURRENT_PROGRAM: Int  val NEVER: Int  val
DEC: Int  val INVERT: Int  val INCR_WRAP: Int  val DECR_WRAP: Int  val
VENDOR: Int  val RENDERER: Int  val VERSION: Int  val LINEAR: Int  val
NEAREST_MIPMAP_NEAREST: Int  val LINEAR_MIPMAP_NEAREST: Int  val
NEAREST_MIPMAP_LINEAR: Int  val LINEAR_MIPMAP_LINEAR: Int  val
TEXTURE_MAG_FILTER: Int  val TEXTURE_MIN_FILTER: Int  val TEXTURE_WRAP_S:
Int  val TEXTURE_WRAP_T: Int  val TEXTURE_2D: Int  val TEXTURE: Int  val
TEXTURE_CUBE_MAP: Int  val TEXTURE_BINDING_CUBE_MAP: Int  val
TEXTURE_CUBE_MAP_POSITIVE_X: Int  val TEXTURE_CUBE_MAP_NEGATIVE_X: Int  val
TEXTURE_CUBE_MAP_POSITIVE_Y: Int  val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int  val
TEXTURE_CUBE_MAP_POSITIVE_Z: Int  val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int  val
MAX_CUBE_MAP_TEXTURE_SIZE: Int  val TEXTURE0: Int  val TEXTURE1: Int  val
TEXTURE2: Int  val TEXTURE3: Int  val TEXTURE4: Int  val TEXTURE5: Int  val
TEXTURE6: Int  val TEXTURE7: Int  val TEXTURE8: Int  val TEXTURE9: Int  val
TEXTURE14: Int  val TEXTURE15: Int  val TEXTURE16: Int  val TEXTURE17: Int  val
TEXTURE30: Int  val TEXTURE31: Int  val TEXTURE32: Int  val TEXTURE33: Int  val
TEXTURE34: Int  val TEXTURE35: Int  val TEXTURE36: Int  val TEXTURE37: Int  val
TEXTURE38: Int  val TEXTURE39: Int  val TEXTURE40: Int  val TEXTURE41: Int  val
TEXTURE42: Int  val TEXTURE43: Int  val TEXTURE44: Int  val TEXTURE45: Int  val
TEXTURE50: Int  val TEXTURE51: Int  val TEXTURE52: Int  val TEXTURE53: Int  val
TEXTURE54: Int  val TEXTURE55: Int  val TEXTURE56: Int  val TEXTURE57: Int  val
TEXTURE58: Int  val TEXTURE59: Int  val TEXTURE60: Int  val TEXTURE61: Int  val
CLAMP_TO_EDGE: Int  val MIRRORED_REPEAT: Int  val FLOAT_VEC2: Int  val
FLOAT_VEC3: Int  val FLOAT_VEC4: Int  val INT_VEC2: Int  val INT_VEC3: Int  val
BOOL_VEC4: Int  val FLOAT_MAT2: Int  val FLOAT_MAT3: Int  val FLOAT_MAT4: Int  val
SAMPLER_2D: Int  val SAMPLER_CUBE: Int  val VERTEX_ATTRIB_ARRAY_SIZE:
Int  val VERTEX_ATTRIB_ARRAY_TYPE: Int  val VERTEX_ATTRIB_ARRAY_STRIDE:
Int  val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int  val
VERTEX_ATTRIB_ARRAY_POINTER: Int  val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING:
Int  val IMPLEMENTATION_COLOR_READ_TYPE: Int  val
IMPLEMENTATION_COLOR_READ_FORMAT: Int  val COMPIL
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DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_WRITEMASK: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_VALUE_MASK: Int
val VIEWPORT: Int
val SCISSOR_BOX: Int
val COLOR_CLEAR_VALUE: Int
val COLOR_WRITEMASK: Int
val UNPACK_ALIGNMENT: Int
val PACK_ALIGNMENT: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val SUBPIXEL_BITS: Int
val RED_BITS: Int
val GREEN_BITS: Int
val BLUE_BITS: Int
val ALPHA_BITS: Int
val DEPTH_BITS: Int
val STENCIL_BITS: Int
val POLYGON_OFFSET_UNITS: Int
val POLYGON_OFFSET_FACTOR: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLES: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val DONT_CARE: Int
val FASTEST: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val RGB: Int
val LUMINANCE: Int
val LUMINANCE_ALPHA: Int
val UNSIGNED_SHORT_4_4_4_4: Int
val UNSIGNED_SHORT_5_5_5_1: Int
val UNSIGNED_SHORT_5_6_5: Int
val FRAGMENT_SHADER: Int
val VERTEX_SHADER: Int
val MAX_VERTEX_ATTRIBS: Int
val MAX_VERTEX_UNIFORM_VECTORS: Int
val MAX_VARYING_VECTORS: Int
val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int
val MAX_TEXTURE_IMAGE_UNITS: Int
val MAX_FRAGMENT_UNIFORM_VECTORS: Int
val SHADER_TYPE: Int
val DELETE_STATUS: Int
val LINK_STATUS: Int
val VALIDATE_STATUS: Int
val ATTACHED_SHADERS: Int
val ACTIVE_UNIFORMS: Int
val ACTIVE_ATTRIBUTES: Int
val SHADING_LANGUAGE_VERSION: Int
val CURRENT_PROGRAM: Int
val NEVER: Int
val LESS: Int
val EQUAL: Int
val LEQUAL: Int
val GREATER: Int
val NOTEQUAL: Int
val ALWAYS: Int
val KEEP: Int
val REPLACE: Int
val INCR: Int
val DECR: Int
val INVERT: Int
val INCR_WRAP: Int
val DECR_WRAP: Int
val VENDOR: Int
val RENDERER: Int
val VERSION: Int
val NEAREST: Int
val LINEAR: Int
val NEAREST_MIPMAP_NEAREST: Int
val LINEAR_MIPMAP_NEAREST: Int
val TEXTURE_CUBE_MAP_LINEAR: Int
val TEXTURE_CUBE_MAP: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val MAX_CUBE_MAP_TEXTURE_SIZE: Int
val TEXTURE0: Int
val TEXTURE1: Int
val TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
textContentStart

/**
 * Exposes the JavaScript WebGLContextEvent to Kotlin
 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun get() = definedExternally
    fun set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript ArrayBuffer to Kotlin
 */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript ArrayBufferView to Kotlin
 */
public
external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
}

/**
 * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Int8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8ClampedArray

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Int16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin
 */
public external open class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    fun set(array: Uint16Array, offset: Int = definedExternally)
    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value }
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[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin

```kotlin
open class Int32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Int32Array, offset: Int = 0)
    fun set(array: Array<Int>, offset: Int = 0)
    fun subarray(start: Int, end: Int): Int32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin
 */
public class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint32Array, offset: Int = 0)
    fun set(array: Array<Int>, offset: Int = 0)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin
 */
public class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = 0)
    fun set(array: Array<Float>, offset: Int = 0)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
public class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = 0, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = 0)
    fun set(array: Array<Double>, offset: Int = 0)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
public class DataView(buffer: ArrayBuffer, byteOffset: Int = 0, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(offset: Int): Byte
    fun getUint8(offset: Int): Uint8
    fun getInt16(offset: Int, littleEndian: Boolean = true): Short
    fun getUint16(offset: Int, littleEndian: Boolean = true): Uint16
    fun getInt32(offset: Int, littleEndian: Boolean = true): Int
    fun getUint32(offset: Int, littleEndian: Boolean = true): Uint32
    fun getFloat32(offset: Int, littleEndian: Boolean = true): Float
    fun getFloat64(offset: Int, littleEndian: Boolean = true): Float64
    fun setInt8(offset: Int, value: Byte): Unit
    fun setUint8(offset: Int, value: Uint8): Unit
    fun setInt16(offset: Int, value: Short, littleEndian: Boolean = true): Unit
    fun setUint16(offset: Int, value: Uint16, littleEndian: Boolean = true): Unit
    fun setInt32(offset: Int, value: Int, littleEndian: Boolean = true): Unit
    fun setUint32(offset: Int, value: Uint32, littleEndian: Boolean = true): Unit
    fun setFloat32(offset: Int, value: Float, littleEndian: Boolean = true): Unit
    fun setFloat64(offset: Int, value: Float64, littleEndian: Boolean = true): Unit
}
```
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)

public external interface BufferDataSource

public external interface TexImageSource

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!/n
// See github.com/kotlin/dukat for details

package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open var clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}
abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule?
}

@kotlin.internal.InlineOnly
public inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]

/**
 * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
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/**
 * Exposes the JavaScript
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix:

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems:
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState:
    open var animationTimingFunction: String
    open var backgroundPosition: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle:
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor:
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat:
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle:
    open var borderLeftWidth: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle:
    open var borderRightWidth: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle:
    open var borderTopWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxSizing: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip:
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle:
    open var columnRuleWidth:
    open var columns: String
    open var counterIncrement: String
    open var counterReset:
    open var cursor: String
    open var display:
    open var emptyCells: String
    open var filter:
    open var flex:
    open var flexBasis:
    open var flexDirection:
    open var flexGrow:
    open var flexShrink:
    open var flexWrap:
    open var font:
    open var fontFamily:
    open var fontFeatureSettings:
    open var fontLanguageOverride:
    open var fontStyle:
    open var fontStretch:
    open var fontStyle:
    open var fontSynthesis:
    open var fontWeight:
    open var fontVariant:
    open var fontVariantAlternates:
    open var fontVariantEastAsian:
    open var fontVariantLigatures:
    open var fontVariantNumeric:
    open var fontVariantPosition:
    open var fontWeight:
    open var hyphens:
    open var imageRendering:
    open var imageResolution:
    open var imeMode:
    open var justifyContent:
    open var letterSpacing:
    open var lineBreak:
    open var
org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var audioCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var persistentState: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var sessionTypes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes
    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""): MediaKeySystemMediaCapability {
    val o = js("({})")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuseschange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}

public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit) : Event {
    open val generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}

open class MediaKeyMessageEventInit {
    var messageType: MediaKeyMessageType
    var message: ArrayBuffer
    var companion object
}

open class MediaEncryptedEventInit {
    var messageType: MediaKeyMessageType
    var message: ArrayBuffer
    var companion object
}

open class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

open class MediaKeyMessageEvent {
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}

open class MediaEncryptedEvent {
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}

open class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

open class MediaKeyMessageEvent {
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}

open class MediaEncryptedEvent {
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Unit>
    fun update(response: dynamic): Promise<Unit>
    fun remove(): Promise<Unit>
}
eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {
    open val initDataType: String
    open val initData: ArrayBuffer
    companion object
}

public external interface MediaEncryptedEventInit : Event {
    open val initDataType: String
    open val initData: ArrayBuffer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
    var initData: ArrayBuffer? /* = null */
        get() = definedExternally
    }

@kotlin.internal.InlineOnly
public inline fun MediaEncryptedEventInit(initDataType: String? = "", initData: ArrayBuffer? = null, bubbles: Boolean? = false,
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
} /* please, don't implement this interface! */

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyStatus {
    companion object
}

public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = "expired".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = "released".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-downscaled".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()
package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open var view: Window?
    open var detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open var relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open var screenX: Int
    open var screenY: Int
    open var clientX: Int
    open var clientY: Int
    open var ctrlKey: Boolean
    open var shiftKey: Boolean
    open var altKey: Boolean
    open var metaKey: Boolean
    open var button: Short
    open var buttons: Short
    open var relatedTarget: EventTarget?
    open var region: String?
    open var pageX: Double
    open var pageY: Double
    open var offsetX: Double
    open var offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget?
        get() = null
        set(value) = null
        var region: String? /* = null */
        get() = null
        set(value) = null
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent { /*...*/
```kotlin
* get() = definedExternally
    set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

@kotlin.internal.InlineOnly
    isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
    metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
    modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
    modifierNumLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbolLock: Boolean? = false,
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
    UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CompositionEventInit(data: String? = "", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
    cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target:
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation(): Unit
    fun stopImmediatePropagation(): Unit
    fun preventDefault(): Unit
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean) {
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class EventTarget {
    fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)
    fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)
    fun dispatchEvent(event: Event): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface EventListener {
    fun handleEvent(event: Event)
}
**Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
*/
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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```kotlin
COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
```
EXECUTIVE SUMMARY

The Executive Summary provides an overview of the key findings and recommendations from the project. It highlights the main objectives, the methodology used, and the key outcomes.

1. BACKGROUND

The Background section sets the stage for the project by providing contextual information and the rationale behind the study. It includes a brief history of the issue, relevant literature, and the specific context in which the project was undertaken.

2. METHODOLOGY

The methodology section details the approach used to conduct the research. It describes the methods employed, such as data collection techniques, sample size, and statistical analysis.

3. RESULTS

The Results section presents the findings of the study. It includes the data collected, the analysis performed, and the conclusions drawn from the data.

4. DISCUSSION

The Discussion section interprets the results, compares them with previous findings, and addresses the implications of the study. It also highlights any limitations of the research and suggests areas for future investigation.

5. CONCLUSIONS

The Conclusions section summarizes the key findings and their implications. It provides recommendations for future research and highlights the potential impact of the study on the field.

6. REFERENCES

The References section lists all the sources cited in the report. It follows a standardized format to ensure credibility and provides a comprehensive view of the literature relevant to the study.

7. APPENDICES

The Appendices section contains supplementary material, such as additional data, detailed tables, or raw data sets, which support the main findings of the report.
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/\
* Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
*/
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/\
* Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
*/
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/\
* Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
*/
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/\
* Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
*/
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/\
* Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
*/
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open var referrerPolicy: String
    open var name: String
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open val x: Int
    open val y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var
srcdoc: String
open var name: String
open var sandbox: DOMTokenList
open var allowFullscreen: Boolean
open var allowUserMedia: Boolean
open var width: String
open var height: String
open var allowReferrerPolicy: String
open val contentDocument: Document?
open val contentWindow: Window?
on open var align: String
open var scrolling: String
open var frameBorder: String
open var longDesc: String
open var marginHeight: String
open var marginWidth: String
fun getSVGDocument(): Document? companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
open var src: String
open var type: String
open var width: String
open var height: String
open var align: String
open var name: String
fun getSVGDocument(): Document?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
open var data: String
open var type: String
open var typeMustMatch: Boolean
open var name: String
open var useMap: String
open val form: HTMLFormElement?
open var width: String
open var height: String
open val contentDocument: Document?
open val contentWindow: Window?
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open var align: String
open var archive: String
open var code: String
open var declare: Boolean
open var hspace: Int
open var standby: String
open var vspace: Int
open var codeBase: String
open var codeType: String
open var border: String
fun getSVGDocument(): Document?
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
open var name: String
open var

value: String
open var type: String
open var value

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
open var width: Int
open var height: Int
open val videoWidth: Int
open val videoHeight: Int
open var poster: String
open var playsInline: Boolean

companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {

companion object {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
open var kind: String
open var src: String
open var srclang: String
open var default: Boolean
open val readyState: Short
open val track: TextTrack

companion object {
val NONE: Short
val LOADING: Short
val LOADED: Short
val ERROR: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

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/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var onencrypted: (Event) -> dynamic
    open var onwaitingforkey: (Event) -> dynamic
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: (Event) -> dynamic
    open var onaddtrack: (TrackEvent) -> dynamic
    open var onremovetrack: (TrackEvent) -> dynamic
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin
 */
public external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
    open var sourceBuffer: SourceBuffer?
}

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var

val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin

open var coords: String
open var var shape: String
open var target: String
open var download: String
open var ping: String
open var rel: String
open val relList: DOMTokenList
open var referrerPolicy: String
open var noHref: Boolean

val ELEMENT_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

* Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin

open var caption: String
open var tHead: HTMLTableSectionElement
open var tBodies: HTMLCollection
open var rows: HTMLCollection
open var align: String
open var border: String
open var frame: String
open var rules: String
open var summary: String
open var width: String
open var bgColor: String
open var cellPadding: String
open var cellSpacing: String
fun createCaption(): HTMLTableCaptionElement
fun deleteCaption(): HTMLTableCaptionElement
fun createTHead(): HTMLTableSectionElement
fun deleteTHead(): HTMLTableSectionElement
fun createTFoot(): HTMLTableSectionElement
fun deleteTFoot(): HTMLTableSectionElement
fun insertRow(index: Int = definedExternally): HTMLTableRowElement
fun deleteRow(index: Int)

* Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin

open var span: Int

align: String
open var ch: String
open var chOff: String
open var vAlign: String
open var width:

String

companion object {

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```kotlin
/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var required: Boolean
    open var size: Int
    open var step: String
    open var type: String
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open var willValidate: Boolean
    open var validationMessage: String
    open var labels: NodeList
    open var selectionStart: Int
    open var selectionEnd: Int
    open var
```
selectionDirection: String
open var align: String
open var useMap: String
fun stepUp(n: Int = definedExternally)
fun stepDown(n: Int = definedExternally)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun select():
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var formAction: String
open var formEnctype: String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var name: String
open var type: String
open var value: String
open var menu: HTMLMenuElement?
open var willValidate: Boolean
open var validity: ValidityState
open var validationMessage: String
open val labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
open var autocomplete: String
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var multiple: Boolean
open var name: String
open var required: Boolean
open var size: Int
open var type: String
open val options: HTMLOptionsCollection
override var length: Int
open val selectedOptions: HTMLCollection
open var selectedIndex: Int
open var value: String
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val labels: NodeList
fun namedItem(name: String): HTMLOptionElement?
fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun remove(index: Int)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
override fun item(index: Int): Element?
override fun item(index: Int): Element?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

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/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 *
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 *
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 *
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement
    open val name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 *
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RelatedEventInit(relatedTarget: EventTarget?): RelatedEventInit? = RelatedEventInit(relatedTarget)
RelatedEventInit {
    new val o = js("()")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/* Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/* Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/* Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION Node: Short
    }
}
null
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */ get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally): void

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */ get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: Number
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern
}

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*\nget() = definedExternally
set(value) = definedExternally
var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */
*\nget() = definedExternally
set(value) = definedExternally
var id: String? /* = "" */
*\nget() = definedExternally
set(value) = definedExternally
var parentID: String? /* = null */
*\nget() = definedExternally
set(value) = definedExternally
var role: String? /* = null */

*\nget() = definedExternally
set(value) = definedExternally
var cursor: String? /* = "inherit" */

*\nget() = definedExternally
set(value) = definedExternally
var control: Element? /* = null */

*\nget() = definedExternally
set(value) = definedExternally
var label: String? /* = null */

    val o = js("{}").`function`
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    return o
}/**
 * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
 */
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

Path2D(): CanvasPath {

    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = CanvasFillRule.NONZERO)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)
    override fun rect(x: Double, y: Double, w: Double, h: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)
null

setDragImage(image: Element, x: Int, y: Int) { fun getData(format: String): String

fun clearData(format: String = definedExternally) { un/** */

* Exposes the JavaScript

[DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin

* /unnecessary

external abstract class DataTransferItemList { un open val length: Int

fun add(data: String, type: String): DataTransferItem?

fun add(data: File): DataTransferItem?

fun remove(index: Int): Int

clear() { un

@kotlin.internal.InlineOnly

public

external abstract class DataTransferItemList { un number

fun add(data: String, type: String): DataTransferItem?

fun add(data: File): DataTransferItem?

fun remove(index: Int): Int

clear() { un

/**
 * Exposes the JavaScript

[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin

* /unnecessary

external abstract class DataTransferItem { un number

open val kind: String

open val type: String

getAsString(_callback: ((String) -> Unit)?)

getAsFile(): File?

/**
 * Exposes the JavaScript

[DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin

* /unnecessary

open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {

open val dataTransfer: DataTransfer?

companion object {

val NONE: Short

val CAPTURING_PHASE: Short

val AT_TARGET: Short

val BUBBLING_PHASE: Short

open interface DragEventInit : MouseEventInit {

var dataTransfer: DataTransfer? /* = null */

set(value) = definedExternally

get() = definedExternally

un */

un

un

un

un

un

un

un

un

un

un

un

un

un

un
fun alert(message: String)
fun confirm(message: String = definedExternally): Boolean
fun prompt(message: String?, targetOrigin: String, transfer: Array<dynamic> = definedExternally): String?
fun requestAnimationFrame(callback: (Double) -> Unit): Int
fun cancelAnimationFrame(handle: Int)
fun captureEvents(): Any?
fun releaseEvents(): Void
fun matchMedia(query: String): MediaQueryList
fun moveTo(x: Int, y: Int)
fun moveBy(x: Int, y: Int)
fun resizeTo(x: Int, y: Int)
fun resizeBy(x: Int, y: Int)
fun scroll(options: ScrollToOptions = definedExternally): Void
fun scroll(x: Double, y: Double)
fun scrollBy(options: ScrollToOptions = definedExternally)
fun scrollBy(x: Double, y: Double)
fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String? = definedExternally)
    fun replaceState(data: Any?, title: String, url: String? = definedExternally)
}

/**
 * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin
 */
public external abstract class Location {
    open var href: String
    open val origin: String
    open var protocol: String
    open var host: String
    open var hostname: String
    open var port: String
    open var pathname: String
    open var search: String
    open var hash: String
    open val ancestorOrigins: Array<out String>
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open val state: Any? /* = null */

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var newURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PageTransitionEventInit(persisted: Boolean? = false): PageTransitionEventInit {
    val o = js("({})")
    o["persisted"] = persisted
    return o
}
to Kotlin

```kotlin
fun btoa(data: String): String
fun atob(data: String): String
fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearTimeout(handle: Int = definedExternally)
fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
```

```kotlin
fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
fun vibrate(pattern: dynamic): Boolean
```

```kotlin
fun registerProtocolHandler(scheme: String, url: String, title: String)
fun registerContentHandler(mimeType: String, url: String, title: String)
fun isProtocolHandlerRegistered(scheme: String, url: String): String
fun isContentHandlerRegistered(mimeType: String, url: String): String
fun unregisterProtocolHandler(scheme: String, url: String)
fun unregisterContentHandler(mimeType: String, url: String)
```

```kotlin
fun javaEnabled(): Boolean
```

```kotlin
fun refresh(reload: Boolean = definedExternally)
```

```kotlin
fun override fun item(index: Int): Plugin?
fun override fun item(name: String): Plugin?
```

```kotlin
fun PluginArray.refresh(reload: Boolean = definedExternally)
```

```kotlin
fun PluginArray.get(index: Int): Plugin?
fun PluginArray.get(name: String): Plugin?
```

```kotlin
fun PluginArray.get(index: Int): Plugin?
```
MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */

abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript
[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */

abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    var resizeWidth: Int
    var resizeHeight: Int
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript
[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */

open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()
}

interface EventSourceInit {
    var withCredentials: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
internal inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit { return this }

val url = ""
EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

WebSocket(url: String, protocols: dynamic = definedExternally): WebSocket {
    this.url = url
    this.protocols = protocols
    return this
}

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : CloseEvent {
    this.type = type
    this.eventInitDict = eventInitDict
    return this
}

CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : CloseEvent {
    this.type = type
    this.eventInitDict = eventInitDict
    return this
}

MessageChannel {
    this.port1 = port1
    this.port2 = port2
}

MessagePort {
    this.onmessage = onmessage
    this.postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    this.start()
    this.close()
}

BroadcastChannel(name: String) : BroadcastChannel {
    this.name = name
    this.onmessage = onmessage
    return this
}

WorkerGlobalScope {
    this.name = name
    this.applicationCache = applicationCache
    this.onconnect = onconnect
    this.close()
}

DedicatedWorkerGlobalScope {
    this.onmessage = onmessage
    this.postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    this.close()
}

SharedWorkerGlobalScope {
    this.name = name
    this.open val applicationCache: ApplicationCache
    this.open val onconnect: ((Event) -> dynamic)?
    this.open val close() = definedExternally
}

Open Source Used In DNAC Platform Antelope 9613
[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin

```kotlin
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value)
    var onmessage: ((MessageEvent) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}
```

```kotlin
/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}
```

```kotlin
public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}
```

```kotlin
/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}
```

```kotlin
/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}
```

```kotlin
/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}
```

```kotlin
/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]
@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }
```

```kotlin
/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}
```

```kotlin
/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}
```

```kotlin
/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value)
    var oldValue: String?
        get() = definedExternally
        set(value)
    var newValue: String?
        get() = definedExternally
        set(value)
    var url: String?
        get() = definedExternally
        set(value)
    var storageArea: Storage?
        get() = definedExternally
        set(value)
}
```
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

    /**
     * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
     */
    public external abstract class HTMLMarqueeElement : HTMLElement {
        open var behavior: String
        open var bgColor: String
        open var direction: String
        open var height: String
        open var hspace: Int
        open var loop: Int
        open var scrollAmount: Int
        open var scrollDelay: Int
        open var trueSpeed: Boolean
        open var vspace: Int
        open var width: String
        open var onbounce: ((Event) -> dynamic)?
        open var onfinish: ((Event) -> dynamic)?
        open var onstart: ((Event) -> dynamic)?
        fun start()
        fun stop()

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
     */
    public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
        open var cols: String
        open var rows: String

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    public external abstract class HTMLFrameElement : HTMLElement {
        open var name: String
        open var scrolling: String
        open var src: String
        open var frameborder: String
        open var longDesc: String
        open var noResize: Boolean
        open var contentDocument: Document?
        open var contentWindow: Window?
        open var marginHeight: String
        open var marginWidth: String

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }
}
Boolean? /* = false */

get() = definedExternally

set(value) = definedExternally

var parenthesis = "(\{\})")

o["capture"] = capture

return o


public external interface AddEventListenerOptions : EventListenerOptions {

    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {

    val o = js("({})")

    o["capture"] = capture

    return o

}

public external interface AddEventListenerOptions : EventListenerOptions {

    var passive: Boolean? = false, once: Boolean? = false, capture: Boolean? = false:

    AddEventListenerOptions {

        val o = js("({})")

        o["passive"] = passive

        o["once"] = once

        return o

    }

}

@kotlin.internal.InlineOnly
public inline func


definedExternally
set(value) = definedExternally\n

set(o = jsObject({}));
setter(\n
childList: childList
attributes: attributes
characterData: characterData
attributeOldValue: attributeOldValue
characterDataOldValue: characterDataOldValue
attributeFilter: attributeFilter
characterDataFilter: characterDataFilter
return o\n
**Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n**

public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin\n */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = jsObject({});
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n */
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val
var designMode: String
var onreadystatechange: ((Event) -> dynamic)
override var onabort: ((Event) -> dynamic)
override var onblur: ((FocusEvent) -> dynamic)
override var oncancel: ((Event) -> dynamic)
override var oncanplay: ((Event) -> dynamic)
override var oncanplaythrough: ((Event) -> dynamic)
override var onchangeposition: ((Event) -> dynamic)
override var oncontextmenu: ((MouseEvent) -> dynamic)
override var oncuechange: ((Event) -> dynamic)
override var ondrag: ((DragEvent) -> dynamic)
override var ondragend: ((DragEvent) -> dynamic)
override var ondragenter: ((DragEvent) -> dynamic)
override var ondragleave: ((DragEvent) -> dynamic)
override var ondragover: ((DragEvent) -> dynamic)
override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)
override var onfocus: ((FocusEvent) -> dynamic)
override var onkeydown: ((KeyboardEvent) -> dynamic)
override var onkeypress: ((KeyboardEvent) -> dynamic)
override var onkeyup: ((KeyboardEvent) -> dynamic)
override var onload: ((Event) -> dynamic)
override var onloadend: ((ProgressEvent) -> dynamic)
override var onmessage: ((MessageEvent) -> dynamic)
override var onmousemove: ((MouseEvent) -> dynamic)
override var onmouseout: ((MouseEvent) -> dynamic)
override var onmouseover: ((MouseEvent) -> dynamic)
override var onmouseup: ((MouseEvent) -> dynamic)
override var onwheel: ((WheelEvent) -> dynamic)
override var onpause: ((Event) -> dynamic)
override var onplay: ((Event) -> dynamic)
override var onplaying: ((Event) -> dynamic)
override var onratechange: ((Event) -> dynamic)
override var onreset: ((Event) -> dynamic)
override var onscroll: ((Event) -> dynamic)
override var onseeking: ((Event) -> dynamic)
override var onselect: ((Event) -> dynamic)
override var onsubmit: ((Event) -> dynamic)
override var onstop: ((Event) -> dynamic)
override var onstorage: ((StorageEvent) -> dynamic)
override var onstoragechange: ((StorageEvent) -> dynamic)
override var onstorageend: ((StorageEvent) -> dynamic)
override var onstorageerror: ((StorageEvent) -> dynamic)
override var onstorageupdate: ((StorageEvent) -> dynamic)
override var onstorageveto: ((StorageEvent) -> dynamic)
override var onstoragevetochange: ((StorageEvent) -> dynamic)
override var onstoragevetoend: ((StorageEvent) -> dynamic)
override var onstoragevetoerror: ((StorageEvent) -> dynamic)
override var onstoragevetoupdate: ((StorageEvent) -> dynamic)
override var onstoragevetoendupdate: ((StorageEvent) -> dynamic)
override var onstoragevetoenderror: ((StorageEvent) -> dynamic)
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override var onstoragevetoendupdaterrorerrorerrorerrorerrorerrorerrorerrorerrorerror: (}}

Open Source Used In DNAC Platform Antelope 9619
options: ElementCreationOptions = definedExternally): Element
    fun createElementNS(namespace: String?,
        qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
    fun createDocumentFragment(): DocumentFragment
    fun createTextNode(data: String): Text
    fun createCDATASection(data: String): CDATASection
    fun createComment(data: String): Comment
    fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
    fun importNode(node: Node, deep: Boolean = definedExternally): Node
    fun adoptNode(node: Node): Node
    fun createAttribute(localName: String): Attr
    fun createAttributeNS(namespace: String?,
        qualifiedName: String): Attr
    fun createEvent("interface": String): Event
    fun createRange(): Range
    fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
    fun getElementsByTagName(elementName: String): NodeList
    fun open(type: String = definedExternally, replace: String = definedExternally): Document
    fun close()
    fun write(vararg text: String)
    fun writeln(vararg text: String)
    fun hasFocus(): Boolean
    fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
    fun queryCommandEnabled(commandId: String): Boolean
    fun queryCommandIndeterm(commandId: String): Boolean
    fun queryCommandState(commandId: String): Boolean
    fun queryCommandSupported(commandId: String): Boolean
    fun queryCommandValue(commandId: String): String
    fun clear()
    fun captureEvents()
    fun releaseEvents()

    fun elementFromPoint(x: Double, y: Double): Element?
    fun elementsFromPoint(x: Double, y: Double): Array<Element>
    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
    fun createTouchList(vararg touches: Touch): TouchList
    fun exitFullscreen(): Promise<Unit>
    override fun "getter": Element?
    override fun "getter": NodeList
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    @kotlin.internal.InlineOnly
    public inline operator fun Document.get(name: String): dynamic =
        asDynamic("getter")[name]/* * Exposes the JavaScript
[XMLDocument] to Kotlin */

Open Source Used In DNAC Platform Antelope 9620
Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin via an external abstract class [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin:

```kotlin
*\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    \n    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun removeNamedItemNS(qualifiedName: String): Attr?
    fun removeNamedItemNS(namespace: String?, localName: String): Attr?
    override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
}

@kotlin.internal.InlineOnly
public inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val name: String
    open var value: String
    open val ownerElement: Element?
    open var specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): DOMQuad
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
```
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val
DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val
DOCUMENT_POSITION_CONTAINED_BY: Short
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin

```kotlin
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
}
fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
fun deleteContents(): DocumentFragment
fun cloneContents(): DocumentFragment
fun insertNode(node: Node): Boolean
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun createContextualFragment(fragment: String): DocumentFragment

companion object {
    val START_TO_START: Short
    val START_TO_END: Short
    val END_TO_END: Short
    val END_TO_START: Short
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 0.0): DOMPoint = definedExternally
= 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    \n    val o = js('({})').o
    o['x'] = x
    o['y'] = y
    o['z'] = z
    o['w'] = w
    return o
}

/**
 * Exposes the JavaScript
 * [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript
 * [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js('({})').o
    o['x'] = x
    o['y'] = y
    o['width'] = width
    o['height'] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
 * [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double): DOMMatrix
    fun rotate(angle: Double, originX: Double, originY: Double): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript
 * [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    override var a: Double
    override var b: Double
    override
null
Any?) -> dynamic)?
override var onfocus: ((FocusEvent) -> dynamic)?
override var oninput: ((InputEvent) -> dynamic)?
override var oninvalid: ((Event) -> dynamic)?
override var onkeydown: ((KeyboardEvent) -> dynamic)?
override var onkeypress: ((KeyboardEvent) -> dynamic)?
override var onkeyup: ((KeyboardEvent) -> dynamic)?
override var oncontextmenu: ((MouseEvent) -> dynamic)?
override var oncontextmenu: ((MouseEvent) -> dynamic)?
override var oncontextmenu: ((MouseEvent) -> dynamic)?
override var onmousedown: ((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreadystatechange: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongотpointercapture: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}
Audio(src: String = definedExternally) : HTMLAudioElement

    override var onabort: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEventArgs) -> dynamic)?
    override var oncercuechange: ((Event) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onemptied: ((Event) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onpause: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onprogress: ((ProgressEvent) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onshow: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onsuspend: ((Event) -> dynamic)?
    override var ontimeupdate: ((Event) -> dynamic)?
    override var ontoggle: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
    override var onwaiting: ((Event) -> dynamic)?
    override var ongotpointercapture: ((EventHandler) -> dynamic)?
    override var onlostpointercapture: ((EventHandler) -> dynamic)?
    override var onpointercancel: ((EventHandler) -> dynamic)?
    override var onpointermove: ((EventHandler) -> dynamic)?
    override var onpointerdown: ((EventHandler) -> dynamic)?
    override var onpointerenter: ((EventHandler) -> dynamic)?
    override var onpointermove: ((EventHandler) -> dynamic)?
    override var onpointerover: ((EventHandler) -> dynamic)?
    override var onpointerout: ((EventHandler) -> dynamic)?
    override var onpointercancel: ((EventHandler) -> dynamic)?
    override var onqueryselector: ((EventHandler) -> dynamic)?
    override var onqueryselectorall: ((EventHandler) -> dynamic)?
    override var oncopy: ((ClipboardEvent) -> dynamic)?
    override var oncut: ((ClipboardEvent) -> dynamic)?
    override var onpaste: ((ClipboardEvent) -> dynamic)?
    override var contenteditable: String
    override val iscontenteditable: Boolean
    override val style: CSSStyleDeclaration
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override val assignedSlot: HTMILSlotElement
    override fun prepend(vararg nodes: dynamic): dynamic
    override fun append(vararg nodes: dynamic): dynamic
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun before(vararg nodes: dynamic): dynamic
    override fun after(vararg nodes: dynamic): dynamic
    override fun replaceWith(vararg nodes: dynamic): dynamic
    override fun remove(): Unit
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
Open Source Used In DNAC Platform Antelope
onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongopointercapture: ((PointerEvent) -> dynamic)?
override var onlostpointercapture: ((PointerEvent) -> dynamic)?
override var onpointerdown: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerover: ((PointerEvent) -> dynamic)?
override var onpointerout: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?
override var contentEditable: String
override val isContentEditable: Boolean
override var style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: dynamic): HTMLCollection
override fun append(vararg nodes: dynamic): HTMLCollection
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic): HTMLCollection
override fun after(vararg nodes: dynamic): HTMLCollection
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface UnionElementOrHTMLCollection

public external interface UnionElementOrRadioNodeList

public external interface UnionHTMLOptGroupElementOrHTMLOptionElement

public external interface MediaProvider

public external interface UnionAudioTrackOrTextTrackOrVideoTrack

public external interface UnionElementOrMouseEvent

public external interface RenderingContext

public external interface HTMLOrSVGImageElement : CanvasImageSource

public external interface CanvasImageSource : ImageBitmapSource

public external interface ImageBitmapSource

public external interface UnionMessagePortOrWindowProxy

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() =
CanPlayTypeResult get() = \"\".asDynamic().unsafeCast<CanPlayTypeResult>().\n\npublic inline val
CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() =
\"maybe\".asDynamic().unsafeCast<CanPlayTypeResult>().\n\npublic inline val
CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
\"probably\".asDynamic().unsafeCast<CanPlayTypeResult>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode
{
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() =
\"disabled\".asDynamic().unsafeCast<TextTrackMode>().\n\npublic inline val
TextTrackMode.Companion.HIDDEN: TextTrackMode get() =
\"hidden\".asDynamic().unsafeCast<TextTrackMode>().\nTextTrackMode.Companion.SHOWING: TextTrackMode get() =
\"showing\".asDynamic().unsafeCast<TextTrackMode>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind
{
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() =
\"subtitles\".asDynamic().unsafeCast<TextTrackKind>().\n\npublic inline val
TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
\"captions\".asDynamic().unsafeCast<TextTrackKind>().\n\npublic inline val
TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() =
\"descriptions\".asDynamic().unsafeCast<TextTrackKind>().\n\npublic inline val
TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
\"chapters\".asDynamic().unsafeCast<TextTrackKind>().\n\npublic inline val
TextTrackKind.Companion.METADATA: TextTrackKind get() =
\"metadata\".asDynamic().unsafeCast<TextTrackKind>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode
{
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() =
\"select\".asDynamic().unsafeCast<SelectionMode>().\npublic inline val
SelectionMode.Companion.START: SelectionMode get() = \"start\".asDynamic().unsafeCast<SelectionMode>().\npublic inline val
SelectionMode.Companion.END: SelectionMode get() = \"end\".asDynamic().unsafeCast<SelectionMode>().\npublic inline val
SelectionMode.Companion.Preserve: SelectionMode get() = \"preserve\".asDynamic().unsafeCast<SelectionMode>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule
{
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = \"nonzero\".asDynamic().unsafeCast<CanvasFillRule>().\npublic inline val
CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = \"evenodd\".asDynamic().unsafeCast<CanvasFillRule>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality
{
    companion object
}

ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() = \"high\".asDynamic().unsafeCast<ImageSmoothingQuality>().\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap
{
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = \"butt\".asDynamic().unsafeCast<CanvasLineCap>().\npublic inline val
CanvasLineCap.Companion.BUTT: CanvasLineCap get() = \"butt\".asDynamic().unsafeCast<CanvasLineCap>().\npublic inline val
CanvasLineCap.Companion.ROUNDED: CanvasLineCap get() = \"round\".asDynamic().unsafeCast<CanvasLineCap>().\npublic inline val
CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = \"square\".asDynamic().unsafeCast<CanvasLineCap>().\n/* please, don't implement this interface! */
Open Source Used In DNAC Platform Antelope 9633
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.DEFAULT:
ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.LOW:
ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM:
ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.ARRAYBUFFER:
BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.MODULE:
WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.CLOSED:
ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO:
ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT:
ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}

public inline val ScrollLogicalPosition.Companion.END:
ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST:
ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN:
CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE:
ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.HIGH:
ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB:
BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC:
WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN:
ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.SMOOTH:
ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}

public inline val ScrollLogicalPosition.Companion.START:
ScrollLogicalPosition get() = "start".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.CONTENT:
CSSBoxType get() = \"content\".unsafeCast\t<CSSBoxType>()*/\n/*n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n*/

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED,
// DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n
package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript

[Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin\n
*\n
public external open class Headers(init: dynamic = definedExternally) \n{\n    fun append(name: String, value: String)\n    fun delete(name: String): Boolean\n    fun get(name: String): String?\n    fun has(name: String): Boolean\n    fun set(name: String, value: String)\n}

/**
 * Exposes the JavaScript

[Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin\n
*\n
public external interface Body \n{\n    val bodyUsed: Boolean\n    fun arrayBuffer(): Promise<ArrayBuffer>\n    fun blob(): Promise<Blob>\n    fun formData(): Promise<FormData>\n    fun json(): Promise<Any?>\n    fun text(): Promise<String>\n}

/**
 * Exposes the JavaScript

[Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin\n
*\n
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body \n{\n    open val method: String\n    open val url: String\n    open val headers: Headers\n    open val type: RequestType\n    open val destination: RequestDestination?\n    open val referrer: String\n    open val referrerPolicy: dynamic\n    open val mode: RequestMode\n    open val credentials: RequestCredentials\n    open val cache: RequestCache\n    open val redirect: RequestRedirect?\n    open val integrity: String\n    open val keepalive: Boolean\n    override val bodyUsed: Boolean\n    fun clone(): Request\n    override fun arrayBuffer(): Promise<ArrayBuffer>\n    override fun blob(): Promise<Blob>\n    override fun formData(): Promise<FormData>\n    override fun json(): Promise<Any?>\n    override fun text(): Promise<String>\n}

public external interface RequestInit \n{\n    var method: String? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var headers: dynamic\n        get() = definedExternally
        set(value) = definedExternally\n    var body: dynamic\n        get() = definedExternally
        set(value) = definedExternally\n    var referrer: String? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var referrerPolicy: dynamic\n        get() = definedExternally
        set(value) = definedExternally\n    var mode: RequestMode? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var credentials: RequestCredentials? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var cache: RequestCache? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var redirect: RequestRedirect? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var integrity: String? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var keepalive: Boolean? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n    var window: Any? = undefined\n        get() = definedExternally
        set(value) = definedExternally\n}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}
Boolean
open val status: Short
open val ok: Boolean
open val statusText: String
open val bodyUsed: Boolean
fun clone(): Response
override fun arrayBuffer(): Promise<ArrayBuffer>
override fun blob(): Promise<Blob>
override fun formData(): Promise<FormData>
override fun json(): Promise<Any?>
override fun text(): Promise<String>

companion object {
    fun error(): Response
    fun redirect(url: String, status: Short = definedExternally): Response
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
    statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement
this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()
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```
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion стиль: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.WORKER: RequestDestination get() = "worker".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

RequestCredentials.Companion.Omit: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()
```

Open Source Used In DNAC Platform Antelope 9638
"opaque\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
$$opaqueredirect\".asDynamic().unsafeCast<ResponseType>\n\"opaqueredirect\".asDynamic().unsafeCast<ResponseType>\n
public inline val

/**
 * Exposes the JavaScript
 * [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack:
            (MediaStreamTrackEvent) -> dynamic?
    var onremovetrack: (MediaStreamTrackEvent) -> dynamic?
    fun
            getAudioTracks(): Array<MediaStreamTrack>
    fun
            getVideoTracks(): Array<MediaStreamTrack>
    fun
            getTracks(): Array<MediaStreamTrack>
    fun
            getTrackById(trackId: String): MediaStreamTrack?
    fun
            addTrack(track: MediaStreamTrack)
    fun
            removeTrack(track: MediaStreamTrack)
    fun
            clone(): MediaStream
}

/**
 * Exposes the JavaScript
 * [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: (Event) -> dynamic?
    open var onunmute: (Event) -> dynamic?
    open val readyState: MediaStreamTrackState
    open var onended: (Event) -> dynamic?
    open var onoverconstrained: (Event) -> dynamic?
    fun
            clone(): MediaStreamTrack
    fun
            stop()
    fun
            getCapabilities(): MediaTrackCapabilities
    fun
            getConstraints(): MediaTrackConstraints
    fun
            applyConstraints(constraints: MediaTrackCapabilities = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    fun
            getSupportedConstraints(): MediaTrackSupportedConstraints
}

@kotlin.internal.InlineOnly
public inline fun
            MediaTrackSupportedConstraints(width: Boolean? /* = true */
            height: Boolean? /* = true */
            aspectRatio: Boolean? /* = true */
            frameRate: Boolean? /* = true */
            facingMode: Boolean? /* = true */
            resizeMode: Boolean? /* = true */
            volume: Boolean? /* = true */
            sampleRate: Boolean? /* = true */
            sampleSize: Boolean? /* = true */
            echoCancellation: Boolean? /* = true */
            autoGainControl: Boolean? /* = true */
            latency: Boolean? /* = true */
            channelCount: Boolean? /* = true */
            deviceId: Boolean? /* = true */
            groupId: Boolean? /* = true */
            @null


    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceID
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceID
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
 [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
}
aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSettings(width:
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
 o["frameRate"] = frameRate
 o["facingMode"] = facingMode
 o["resizeMode"] = resizeMode
 o["volume"] = volume
 o["sampleRate"] = sampleRate
 o["sampleSize"] = sampleSize
 o["echoCancellation"] = echoCancellation
 o["autoGainControl"] = autoGainControl
 o["noiseSuppression"] = noiseSuppression
 o["latency"] = latency
 o["channelCount"] = channelCount
 o["deviceId"] = deviceId
 o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 */
public external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}
**Antelope**

The document contains code snippets related to JavaScript and Kotlin, specifically focusing on ranges and constraints. Here is a natural representation of the exported interfaces and functions:

```kotlin
interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined,
min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDoubleRange(exact: Double? = undefined,
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined,
min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainULongRange(exact: Int? = undefined,
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainBooleanParameters(exact: Boolean? = undefined,
ideal: Boolean? = undefined): ConstrainBooleanParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined,
ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
    return o
}

// Exposes the JavaScript

[doubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin

```
open inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


open inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

open inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

open inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


open inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

open inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

open inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

public external class MediaSource : EventTarget, MediaProvider
{   open val sourceBuffers: SourceBufferList
    open val activeSourceBuffers: SourceBufferList
    open val readyState: ReadyState
    var duration: Double
    var onsourceopen: ((Event) -> dynamic)?
    var onsourceended: ((Event) -> dynamic)?
    var onsourceclose: ((Event) -> dynamic)?
    fun addSourceBuffer(type: String): SourceBuffer
    fun removeSourceBuffer(sourceBuffer: SourceBuffer)
    fun endOfStream(error: EndOfStreamError = definedExternally)
    fun setLiveSeekableRange(start: Double, end: Double)
    fun clearLiveSeekableRange()

    companion object {
        fun isTypeSupported(type: String): Boolean
    }
}

public abstract class SourceBuffer : EventTarget
{   open var mode: AppendMode
    open val updating: Boolean
    open val buffered: TimeRanges
    open var timestampOffset: Double
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    open var appendWindowStart: Double
    open var appendWindowEnd: Double
    open var onupdate: ((Event) -> dynamic)?
    open var onsourceopen: ((Event) -> dynamic)?
    open var onsourceended: ((Event) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    fun appendBuffer(data: dynamic)
    fun abort()
    fun remove(start: Double, end: Double)
}

public abstract class SourceBufferList : EventTarget
{   open val length: Int
    open var onaddsourcebuffer: ((Event) -> dynamic)?
    open var onremovesourcebuffer: ((Event) -> dynamic)?
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediasource

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*
interface ReadyState {
    companion object
}

public inline val ReadyState.Companion.CLOSED: ReadyState
    get() = "closed".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.Companion.OPEN: ReadyState
    get() = "open".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.Companion.ENDED: ReadyState
    get() = "ended".asDynamic().unsafeCast<ReadyState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface EndOfStreamError {
    companion object
}

public inline val EndOfStreamError.Companion.NETWORK: EndOfStreamError
    get() = "network".asDynamic().unsafeCast<EndOfStreamError>()

public inline val EndOfStreamError.Companion.DECODE: EndOfStreamError
    get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface AppendMode {
    companion object
}

public inline val AppendMode.Companion.SEGMENTS: AppendMode
    get() = "segments".asDynamic().unsafeCast<AppendMode>()

public inline val AppendMode.Companion.SEQUENCE: AppendMode
    get() = "sequence".asDynamic().unsafeCast<AppendMode>()


o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierFnLock"] = modifierFnLock
  o["modifierHyper"] = modifierHyper
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["modifierSymbolLock"] = modifierSymbolLock
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o
}

/**
 * Exposes the JavaScript
 [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
  open val pointerId: Int
  open val width: Double
  open val height: Double
  open val pressure: Float
  open val tangentialPressure: Float
  open val tiltX: Int
  open val tiltY: Int
  open val twist: Int
  open val pointerType: String
  open val isPrimary: Boolean

  companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

/*
 Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {

  open val dataset: DOMStringMap
  open val ownerSVGElement: SVGSVGElement?
  open val viewportElement: SVGElement?
  open var tabIndex: Int
      fun focus()
      fun blur()

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short

    val SVGBoundingBoxOptions {
      var fill: Boolean? /* = true */
          get() = definedExternally
          set(value) = definedExternally
      var stroke: Boolean? /* = false */
          get() = definedExternally
          set(value) = definedExternally
      var markers: Boolean? /* = false */
          get() = definedExternally
          set(value) = definedExternally
      var clipped: Boolean? /* = false */
          get() = definedExternally
          set(value) = definedExternally
  }

  @kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
  }

  /**
   * Exposes the JavaScript
   [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
   */
  public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
  }
fun clear()
fun initialize(newItem: SVGNumber): SVGNumber
fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
fun removeItem(index: Int): SVGNumber
fun appendItem(newItem: SVGNumber): SVGNumber
fun getItem(index: Int): SVGNumber

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGAnimatedAlgorithm](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAlgorithm) to Kotlin
 */
public external abstract class SVGAnimatedAlgorithm {
    open var baseVal: Number
    open val animVal: Number
}

/**
 * Exposes the JavaScript
 [SVGAnimatedList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedList) to Kotlin
 */
public external abstract class SVGAnimatedList {
    open val baseVal: Array<SVGNumber>
    open val animVal: Array<SVGNumber>
}

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber) { asDynamic()[index] = newItem }
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}
Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin**

```kotlin
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin**

```kotlin
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin**

```kotlin
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin**

```kotlin
public external abstract class SVGSymbolElement : SVGSymbolElement, SVGSymbolElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin**

```kotlin
public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

```
public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin */
public external abstract class SVGAnimatedTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.get(index: Int): SVGTransform = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin */

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Kotlin

```kotlin
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint):
DOMPoint

fun getItem(index: Int): DOMPoint

fun getComputedTextLength(): Float

fun getSubStringLength(charnum: Int, nchars: Int): Float

fun getStartPositionOfChar(charnum: Int): DOMPoint

fun getEndPositionOfChar(charnum: Int): DOMPoint

fun getExtentOfChar(charnum: Int): DOMRect

fun getRotationOfChar(charnum: Int): Float

fun getCharNumAtPosition(point: DOMPoint): Int

fun selectSubString(charnum: Int, nchars: Int)

// Exposes the JavaScript

[SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin

*An external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints

**Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin

*An external abstract class SVGPathElement : SVGGeometryElement, SVGAnimatedPath

**Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin

*An external abstract class SVGTextContentElement : SVGGraphicsElement

**Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin

*An external abstract class SVGTextPositioningElement : SVGElement

### Companion Objects

<table>
<thead>
<tr>
<th>Class</th>
<th>NODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ELEMENT_NODE</td>
<td>Short</td>
</tr>
<tr>
<td>ATTRIBUTE_NODE</td>
<td>Short</td>
</tr>
<tr>
<td>TEXT_NODE</td>
<td>Short</td>
</tr>
<tr>
<td>CDATA_SECTION_NODE</td>
<td>Short</td>
</tr>
<tr>
<td>ENTITY_REFERENCE_NODE</td>
<td>Short</td>
</tr>
<tr>
<td>PROCESSING_INSTRUCTION_NODE</td>
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<td>DOCUMENT_NODE</td>
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<td>DOCUMENTPOSITION_PRECEDING</td>
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<td>DOCUMENTPOSITION_CONTAINS</td>
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</tr>
<tr>
<td>DOCUMENTPOSITION_CONTAINED_BY</td>
<td>Short</td>
</tr>
<tr>
<td>DOCUMENTPOSITION_IMPLEMENTATIONSPECIFIC</td>
<td>Short</td>
</tr>
</tbody>
</table>
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
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val DOCUMENT_POSITION_FOLLOWING: Short
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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open
    val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio:
SVGAnimatedPreserveAspectRatio
open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchpathElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : SVGElement, SVGURIReference {
    open val viewBox: SVGAnimatedString
    open val originX: SVGAnimatedLength
    open val originY: SVGAnimatedLength
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val open: Boolean
    open val data: Any?
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    var lang: String? /* = "" */
    var body: String? /* = "" */
    var tag: String? /* = "" */
    var image: String?
    var icon: String?
    var badge: String?
    var sound: String?
    var vibrate: dynamic
    var timestamp: Number?
    var renotify: Boolean? /* = false */
    var silent: Boolean? /* = false */
    var noscreen: Boolean? /* = false */
    var requireInteraction: Boolean? /* = false */
    var sticky: Boolean? /* = false */
    var data: Any? /* = null */
    var actions: Array<NotificationAction>? /* = arrayOf() */
}

public external interface NotificationAction {
    var action: String?
    var title: String?
    var icon: String?
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
}

@kotlin.internal.InlineOnly
public inline fun get() = definedExternally
set(value) = definedExternally
var lang: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var body: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var tag: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var image: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var icon: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var badge: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var sound: String? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var vibrate: dynamic
get() = definedExternally
set(value) = definedExternally
var timestamp: Number? */ = \"\" */
get() = definedExternally
set(value) = definedExternally
var renotify: Boolean? */ = false */
get() = definedExternally
set(value) = definedExternally
var silent: Boolean? */ = false */
get() = definedExternally
set(value) = definedExternally
var noscreen: Boolean? */ = false */
get() = definedExternally
set(value) = definedExternally
var requireInteraction: Boolean? */ = false */
get() = definedExternally
set(value) = definedExternally
var data: Any? */ = null */
get() = definedExternally
set(value) = definedExternally
var actions: Array<NotificationAction>? */ = arrayOf() */
get() = definedExternally
set(value) = definedExternally
var actions: Array<NotificationAction>? */ = arrayOf() */
get() = definedExternally
set(value) = definedExternally

GetNotificationOptions {
    val o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the
 * JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :

ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short = 0
        val CAPTURING_PHASE: Short = 1
        val AT_TARGET: Short = 2
        val BUBBLING_PHASE: Short = 3
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    return o
}

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be
 * found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state: ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing: ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope: String
    open var onupdatefound: ((Event) -> dynamic)?
    fun update(): Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
    fun getNotifications(filter: GetNotificationOptions = definedExternally):
Clients {
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<ClientWindow>?
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
 */
public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?){
    val o = js("({})")
    o["scopes"] = scopes
    o["origin"] = origins
    return o
}

/**
 * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FetchEventInit : ExtendableEventInit {
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchResponse(response: Response?): ForeignFetchResponse {
    val o = js("({})")
    o["response"] = response
    return o
}
abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally):
    Promise<Any?>
    fun has(cacheName: String): Promise<Cache>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Cache>
    fun keys(): Array<String>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin
 */
public
external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort() = definedExternally
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): Array<dynamic>
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)

    companion object {
        // ...
    }
}

/**
 * Exposes the JavaScript
 [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        // ...
    }

    public external interface ProgressEventInit : EventInit {
        var lengthComputable: Boolean? /* = false */
        var loaded: Number? /* = 0 */
        var total: Number? /* = 0 */
        var bubbles: Boolean? /* = false */
        var cancelable: Boolean? /* = false */
        var composed: Boolean? /* = false */
    }

    // ...
}

public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponse {
    companion object
}

/* *
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 * that can be found in the license/LICENSE.txt file.
 * *
 * Open Source Used In DNAC Platform Antelope 9669
 */
open source used in DNAC Platform Antelope

kotlin.internal.RequireKotlinVersionKind

```kotlin
package kotlin

import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API. Any declaration annotated with that marker is considered an experimental declaration and its call sites should accept the experimental aspect of it either by using [UseExperimental] or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect. This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].

@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2.50")
@RequiresOptIn("Please use RequiresOptIn instead.","")
@public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        WARNING,
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression. This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].

@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2.50");
@RequiresOptIn("Please use OptIn instead.","")
@public annotation class UseExperimental(vararg val markerClass: KClass<out Annotation>)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    TYPEALIAS)
@Retention(BINARY)
@MustBeDocumented
@SinceKotlin("1.3")
@public annotation class ExperimentalStdlibApi
```

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 *
 * When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that generic function from the lambda body passed to that parameter.
 *
 * The calls that affect inference are either members of the receiver type or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.
 * Example: we declare:
 ```
 fun `<T>` sequence(@BuilderInference `block: suspend SequenceScope<`T``>.(`T`) -> Unit): Sequence<`T``
 * ` and use it like:
 ```
 val result = sequence {
```
yield("result")

* @Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
@public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter lists that differ only in the return type of a functional parameter, this annotation enables overload selection by the type of the value returned from the lambda function passed to this functional parameter.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
@public annotation class OverloadResolutionByLambdaReturnType

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package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.reflect.KClass

/**
 * Marks an expected annotation class that it isn’t required to have actual counterparts in all platforms.
 * This annotation is only applicable to ‘expect’ annotation classes in multi-platform projects and marks that class as
 * ‘optional’. *
 * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it’s used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
 */
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50")
@versionKind = RequireKotlinVersionKind.COMPLIER_VERSION
@public annotation class OptionalExpectation

@Suppress("DEPRECATION")
@Experimental
@OptIn
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.4")
@ExperimentalTypeInference
@public annotation class OverloadResolutionByLambdaReturnType

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package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.reflect.KClass

/**
 * Signals that the annotated class is a marker of an API that requires an explicit opt-in.
 * Call sites of any declaration annotated with that marker should opt-in to the API either by using [OptIn], or by being annotated with that marker
themselves, effectively causing further propagation of the opt-in requirement.

* @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.

* @property level specifies how usages of API without an explicit opt-in are reported in code.

* @Target(ANNOTATION_CLASS) @Retention(BINARY) @SinceKotlin("1.3") @RequireKotlin("1.3.70
"
Edition, versionKind = RequireKotlinVersionKind.COMPLIER_VERSION) @public annotation class RequiresOptIn(
    val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that should be reported on usages which did not explicitly opted into
     * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.
     * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this API. */
        WARNING,

        /** Specifies that an error should be reported on incorrect usages of this API. */
        ERROR,
    }
}

/**
 * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [OptIn], its usages are not required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 */
@Target(
    CLASS, PROPERTY,
    LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
    PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
) @Retention(SOURCE) @SinceKotlin("1.1") @public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)


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*package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [Set] interface.
 *
 * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.
 *
 * @param E the type of elements contained in the set. The set is covariant in its element type.
 */
@SinceKotlin("1.1.1")
public abstract class AbstractSet<out E> protected constructor() : 
AbstractCollection<E>(), Set<E> { /* Compares this set with other set instance with the unordered structural equality.
 * @param E override fun equals(other: Any?): Boolean { if (other !== this) return false
 * return setEquals(this, other)
 * } */

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>) = 

        internal fun setEquals(c: Set<*>, other: Set<*>) =

    }

}
first element, or throws [NoSuchElementException] if this deque is empty. 
    */
    public fun firstOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(firstIndex))

    /**
     * Returns the first element, or throws [NoSuchElementException] if this deque is empty. 
    */
    public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)

    /**
     * Prepends the specified [element] to this deque. 
    */
    public fun addFirst(element: E) {
        val element = internalGet(head)
        elementData[head] = null
        head = incremented(head)
        size -= 1
        return element
    }

    /**
     * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty. 
    */
    public fun removeFirst(): E {
        if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
        val element = internalGet(head)
        elementData[head] = null
        head = incremented(head)
        size -= 1
        return element
    }

    /**
     * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty. 
    */
    public fun removeLast(): E {
        if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
        val element = internalGet(last)
        elementData[last] = null
        last = decremented(last)
        size -= 1
        return element
    }

    /**
     * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty. 
    */
    public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast()
closer to the last element -> shift succeeding elements
val tail = internalIndex(size)
if (internalIndex < tail) { // head > tail
    elementData.copyInto(elementData, 1, 0, tail)
} else { // head < tail
    elementData.copyInto(elementData, 1, 0, tail)
} else if (index == size) {
    return false
} else if (index < (size + 1) shr 1) {
    // closer to the first element -> shift preceding
    if (shiftedHead >= head + elementsSize) {
        elementData.copyInto(elementData, shiftedHead, head, internalIndex)
    } else {
        elementData.copyInto(elementData, shiftedHead, head + shiftToBack, internalIndex)
    }
} else if (shiftedHead >= 0) {
    elementData.copyInto(elementData, shiftedHead, head, internalIndex)
} else { // head < tail, insertion leads to head >= tail
    if (shiftedHead >= elementData.size) {
        val elementsToShift = internalIndex - head
        val shiftToBack = elementData.size - shiftedHead - elementsSize
        if (shiftToBack >= elementsToShift) {
            shiftToBack -= elementsToShift
            if (shiftToBack >= 0) {
                elementData.copyInto(elementData, shiftedHead, head, shiftToBack)
            } else {
                val shiftToFront = tail + elementsSize - elementData.size
                elementData.copyInto(elementData, shiftedHead, head, shiftToBack)
            }
        } else { // head > tail, internalIndex < tail
            elementData.copyInto(elementData, shiftedHead, head, shiftToBack)
        }
        if (elementsSize >= internalIndex) {
            val head = shiftedHead
            copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
        } else if (internalIndex < tail) {
            val shiftedHead = internalIndex + elementsSize
            if (shiftedHead >= 0) {
                elementData.copyInto(elementData, shiftedHead, head, internalIndex)
            } else { // head < tail, insertion leads to head >= tail
                if (shiftedInternalIndex >= elementData.size) {
                    elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
                } else if (internalIndex >= head) {
                    elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)
                } else { // head > tail, internalIndex > head
                    elementData.copyInto(elementData, elementsSize, 0, tail)
                }
            } else if (shiftedInternalIndex >= elementData.size) {
                elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
            } else {
                val shiftToFront = tail + elementsSize - elementData.size
                elementData.copyInto(elementData, 0, tail - shiftToFront, tail)
                elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)
                elementData.copyInto(elementData, 0, elementsSize, internalIndex)
            } else {
                copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)
            }
        } else { // closer to the last element -> shift succeeding elements
            val shiftedInternalIndex = internalIndex + elementsSize
            if (shiftedInternalIndex < tail) {
                val shiftedHead = internalIndex
                if (shiftedHead >= 0) {
                    elementData.copyInto(elementData, shiftedHead, head, internalIndex)
                } else { // head < tail, internalIndex < tail
                    elementData.copyInto(elementData, shiftedHead, head, internalIndex)
                }
            } else if (shiftedInternalIndex >= elementData.size) {
                elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
            } else if (internalIndex >= head) {
                elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)
            } else { // head > tail, internalIndex > head
                elementData.copyInto(elementData, elementsSize, 0, tail)
            }
        }
    }
    size += elements.size
}

// closer to the last element -> shift succeeding elements
val shiftedInternalIndex = internalIndex + elementsSize
if (shiftedInternalIndex < tail) {
    val shiftedHead = internalIndex
    if (shiftedHead >= 0) {
        elementData.copyInto(elementData, shiftedHead, head, internalIndex)
    } else { // head < tail, insertion leads to head >= tail
        if (shiftedInternalIndex >= elementData.size) {
            elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
        } else if (internalIndex >= head) {
            elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)
        } else { // head > tail, internalIndex > head
            elementData.copyInto(elementData, elementsSize, 0, tail)
        }
    }
} else if (shiftedInternalIndex >= elementData.size) {
    elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
} else {
    if (shiftedInternalIndex >= elementData.size) {
        elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
    } else {
        val shiftToFront = tail + elementsSize - elementData.size
        elementData.copyInto(elementData, 0, tail - shiftToFront, tail)
        elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)
        elementData.copyInto(elementData, 0, elementsSize, internalIndex)
    }
} else { // closer to the last element -> shift succeeding elements
    val shiftedInternalIndex = internalIndex + elementsSize
    if (shiftedInternalIndex < tail) {
        val shiftedHead = internalIndex
        if (shiftedHead >= 0) {
            elementData.copyInto(elementData, shiftedHead, head, internalIndex)
        } else { // head < tail, internalIndex < tail
            elementData.copyInto(elementData, shiftedHead, head, internalIndex)
        }
    } else if (shiftedInternalIndex >= elementData.size) {
        elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)
    } else if (internalIndex >= head) {
        elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)
    } else { // head > tail, internalIndex > head
        elementData.copyInto(elementData, elementsSize, 0, tail)
    }
}
indexOf(element: E): Int { 
    val tail = internalIndex(size)
    if (head < tail) { 
        for (index in tail - 1 downTo head) { 
            if (element == elementData[index]) return index - head
        }
    } else if (head >= tail) { 
        for (index in head until elementData.size) { 
            if (element == elementData[index]) return index - head
        }
    } else if (element == elementData[index]) return index - head
}

lastIndexOf(element: E): Int { 
    val tail = internalIndex(size)
    if (head < tail) { 
        for (index in tail - 1 downTo head) { 
            if (element == elementData[index]) return index - head
        }
    } else if (index == -1) return -1
}

removeAll(elements: Collection<E>): Boolean { 
    if (elementData.isEmpty()) return true
    removeAt(index)
    return true
}

removeAt(index: Int): E { 
    val element = elementData[index]
    elementData[index] = null
    return element
}

remove(element: E): Boolean { 
    val index = indexOf(element)
    if (index == -1) return false
    removeAt(index)
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

filterInPlace(predicate: (E) -> Boolean): Boolean { 
    if (predicate(element as E)) return true
    modified = false
    for (index in head until tail) { 
        if (element == elementData[index]) return false
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

removeAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

filterInPlace(predicate: (E) -> Boolean): Boolean { 
    if (predicate(element as E)) return true
    modified = false
    for (index in head until tail) { 
        if (element == elementData[index]) return false
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

removeAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}

filterInPlace(predicate: (E) -> Boolean): Boolean { 
    if (predicate(element as E)) return true
    modified = false
    for (index in head until tail) { 
        if (element == elementData[index]) return false
    }
    return true
}

retainAll(elements: Collection<E>): Boolean { 
    if (elementData.containsAll(elements)) return true
    filterInPlace { 
        if (predicate(element as E)) 
            elementData[index++]
        else 
            modified = true
    }
    return true
}
minCapacity < 0) newCapacity = minCapacity 
if (newCapacity - maxArraySize > 0) 
newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize

newCapacity


 // For testing only

 internal fun internalStructure(structure: (head: Int, elements: Array<out Any?>) -> Unit) {

 val tail = internalIndex(size)

 if (isEmpty()) return 

 val elements = arrayOfNulls<Any?>(size)

 if (head < tail) {

 elementData.copyInto(elements, startIndex = head, endIndex = tail)

 structure(head, elements)
 }
 else {

 elementData.copyInto(elements, startIndex = head)

 elementData.copyInto(elements, 0, size - tail, startIndex = 0, endIndex = tail)

 structure(head - elementData.size, elements)
 }

 }
}

 internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {

 val tail = internalIndex(size)

 if (isEmpty()) {

 structure(head, emptyArray())

 return
 }

 val elements = arrayOfNulls<Any?>(size)

 if (head < tail) {

 elementData.copyInto(elements, startIndex = head, endIndex = tail)

 structure(head, elements)
 }
 else {

 elementData.copyInto(elements, startIndex = head)

 elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)

 structure(head - elementData.size, elements)
 }

 return 
 }

 // For testing only

 internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {

 val tail = internalIndex(size)

 if (isEmpty()) {

 structure(head,
 emptyArray())

 return
 }

 val elements = arrayOfNulls<Any?>(size)

 if (head < tail) {

 elementData.copyInto(elements, startIndex = head, endIndex = tail)

 structure(head, elements)
 }
 else {

 elementData.copyInto(elements, startIndex = head)

 elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)

 structure(head - elementData.size, elements)
 }

 return 
 }
}
to overflow Int.MAX_VALUE

    return buildString(length) {
        contentDeepToStringInternal(this,
            mutableListOf())
    }

@OptIn(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in
        processed) {
        result.append("[...]\n"
    } else {
        result.append('[')

        for (i
            in indices) {
            if (i != 0) {
                result.append(', '
            )
            val element = this[i]
            when
                (element) {
                null            -> result.append("null")
                is Array<*>     -> element.contentDeepToStringInternal(result, processed)
                is ByteArray    -> result.append(element.contentToString())
                is ShortArray   -> result.append(element.contentToString())
                is IntArray     -> result.append(element.contentToString())
                is LongArray    -> result.append(element.contentToString())
                is FloatArray   -> result.append(element.contentToString())
                is DoubleArray  -> result.append(element.contentToString())
                is CharArray    -> result.append(element.contentToString())
                is BooleanArray -> result.append(element.contentToString())
                is UByteArray   -> result.append(element.contentToString())
                is UShortArray  -> result.append(element.contentToString())
                is UIntArray    -> result.append(element.contentToString())
                is ULongArray   -> result.append(element.contentToString())
                else            -> result.append(element.toString())
            }
        }

        result.append(']')

        processed.removeAt(processed.lastIndex)
    }
}

package kotlin.collections

/**
 * Data class representing a value from a
collection or sequence, along with its index in that
collection or sequence.
 *
 * @property value the underlying
 * value.
 * @property index the index of the value in the
collection or sequence.
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of
 * the property for the given object from this read-only map.
 * @param thisRef the object for which the value is
 * requested (not used).
 * @param property the metadata for the property, used to get
 * the name of property and store the value associated with that name in the map.
 * @return the property value.
 *
 * @throws
 * NoSuchElementException when the map doesn't contain value
 * for the property name and doesn't provide an implicit
default (see [withDefault]).
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is
 * requested (not used).
 * @param property the metadata for the property, used to get
 * the name of property and store the value associated with that name in the map.
 * @return the property value.
 *
 * @throws
 * NoSuchElementException when the map doesn't contain value
 * for the property name and doesn't provide an implicit
default (see [withDefault]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is
 * requested (not used).
 * @param property the metadata for the property, used to get
 * the value corresponding to this name in the map.
 * @param value the value to store.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}
default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
* @n @n To create a map with implicit default value use [withDefault] method.
* @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n * @n *
not present in the collection.

*\n */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

*\n */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

*\n */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {
    this.removeAll(elements)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

*\n */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

*\n */
public fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    when (elements) {
        is Collection -> return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }
}

*\n */
public fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

*\n */
public fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {
    return addAll(elements.asList())
}

*\n */
public fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {
    return removeAll(elements)
}

*\n */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    return elements.isNotEmpty() &&

removeAll(elements.toHashSet())}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<T>.retainAll(elements: Iterable<T>): Boolean {
    return retainAll(elements.convertToSetForSetOperationWith(this))}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.
 */
public fun <T> MutableCollection<T>.retainAll(elements: Array<out T>): Boolean {
    if (elements.isNotEmpty())
        return retainAll(elements.toHashSet())
    else
        return retainNothing()
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<T>.retainAll(elements: Sequence<T>): Boolean {
    if (elements.isNotEmpty())
        return retainAll(elements.toHashSet())
    else
        return retainNothing()
}

private fun <T> MutableCollection<T>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained.
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 * @throws [NoSuchElementException] if the list is empty.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
public inline fun <T> MutableList<T>.removeAt(index: Int): T = removeAt(index)

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)
predicateResultToRemove
) continue

if (writeIndex != readIndex)
    this[writeIndex] = element

writeIndex++

if (writeIndex < size) {
    for (removeIndex in lastIndex downTo
        override fun get(index: Int): T =
            delegate[reverseElementIndex(index)]
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo
            override fun clear() =
        }
    }
    else {
        return false
    }
}

return true

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))
    override fun set(index: Int, element: T): T =
        delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversed
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed
 * one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutable
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

/**
 * Builds a [Sequence] lazily yielding values one by one.
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block) }

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
    ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> =
    iterator(builderAction)

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 */
Sequences.buildSequenceYieldAll
samples.collections.Sequences.Building.buildFibonacciSequence

public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields a collections of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(elements: Iterable<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator]
     * being built * and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>)

    @Deprecated("Use SequenceScope class instead.",
        ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
    public typealias SequenceBuilder<T> = SequenceScope<T>

    private typealias State = Int

    private const val State_NotReady: State = 0
    private const val State_ManyNotReady: State = 1
    private const val State_ManyReady: State = 2
    private const val State_Ready: State = 3
    private const val State_Done: State = 4
    private const val State_Failed: State = 5

    private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
        private var state = State_NotReady
        private var nextValue: T? = null
        private var nextIterator: Iterator<T>? = null
        var nextStep: Continuation<Unit>? = null

        override fun hasNext(): Boolean {
            while (true) {
                when (state) {
                    State_NotReady -> {}
                    State_ManyNotReady ->
                        if (nextIterator!!.hasNext()) {
                            state = State_ManyReady
                            return true
                        }
                    else {
                        nextIterator = null
                        state = State_Done
                        return false
                    }
                    State_Done -> return false
                    State_Ready, State_ManyReady -> return true
                    else -> throw exceptionalState()
                }
            }
        }

        override fun next(): T {
            when (state) {
                State_NotReady, State_ManyNotReady -> return nextNotReady()
                State_ManyReady -> {
                    state = State_ManyNotReady
                    return nextIterator!!.next()
                }
                State_Ready -> {
                    state = State_ManyNotReady
                    return nextNotReady()
                }
                else -> throw exceptionalState()
            }
        }

        private fun nextNotReady(): T {
            if (!hasNext()) throw NoSuchElementException() else return next()
        }

        private fun exceptionalState(): Throwable = when (state) {
            State_Done -> NoSuchElementException()
            State_Failed -> IllegalStateException("Iterator has failed.")
            else -> IllegalStateException("Unexpected state of the iterator: $state")
        }

        override suspend fun yield(value: T) {
            state = State_Ready
            return suspendCoroutineUninterceptedOrReturn { c ->
                nextStep = c
                // Completion continuation implementation
                // override fun resumeWith(result: Result<Unit>)
                // result.getOrThrow() // just rethrow exception if it is there
                // state = State_Done
                // override val context:
                // CompletionContext
                // get() = EmptyCoroutineContext()
                // }*/
            }
        }

        override suspend fun yieldAll(iterator: Iterator<T>) {
            if (!iterator.hasNext()) return
            nextIterator = iterator
            return suspendCoroutineUninterceptedOrReturn { c ->
                nextStep = c
                // Completion continuation implementation
                // override fun resumeWith(result: Result<Unit>)
                // result.getOrThrow() // just rethrow exception if it is there
                // state = State_Done
                // override val context:
                // CompletionContext
                // get() = EmptyCoroutineContext()
                // }*/
            }
        }

        // Completion continuation implementation
        override fun resumeWith(result: Result<Unit>)
        // result.getOrThrow() // just rethrow exception if it is there
        // state = State_Done
        // override val context:
        // CompletionContext
        // get() = EmptyCoroutineContext()
        // }
        //
"Both size $size and step $step must be greater than zero.\""
first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove

*/
    fun removeFirst(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }

        require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }

        if (n > 0) {
            val start = startIndex
            val end = start.forward(n)

            if (start > end) {
                buffer.fill(null, start, end)
            } else {
                buffer.fill(null, 0, end)
            }

            startIndex = end
            size -= n
        }
    }

    @Suppress("NOTHING_TO_INLINE")
    private inline fun Int.forward(n: Int): Int = (this + n) % capacity
}

/*
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 */

package kotlin.collections

// UByteArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UShortArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UIntArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// ULongArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
fun quickSort(array, fromIndex, toIndex - 1) { /*
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 * license/LICENSE.txt file. */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is
 * used to opt-in for that feature
 * when declaring contracts of user functions. * Any usage of a declaration
 * annotated with `@ExperimentalContracts` must be accepted either by
 * annotating that usage with the [OptIn]
 * annotation, e.g.: `@OptIn(ExperimentalContracts::class)` or by using the compiler argument `-Xopt-
 * in=kotlin.contracts.ExperimentalContracts`.
 */
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to
 * describe the contract of a function. * This type is used as a receiver type of the lambda function passed to the
 * [contract] function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @sample samples.contracts.returnsContract
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @sample samples.contracts.returnsTrueContract
    @sample samples.contracts.returnsFalseContract
    @sample samples.contracts.returnsNullContract
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @sample samples.contracts.returnsNotNullContract
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     * This contract specifies that:
     * 1. the function [lambda] can only be invoked during the call of the owner function;
     * and it won’t be invoked after that owner function call is completed;
     * 2. (optionally) the function [lambda] is invoked the amount of times specified by the [kind] parameter.
     * see the [InvocationKind] enum for possible values.
     * A function declaring the `callsInPlace` effect must be _inline_.
     */
    @ContractsDsl public fun callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace

    /**
     * Specifies how many times a function invokes its function parameter in place.
     * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
     */
    @ContractsDsl public enum class InvocationKind {
    AT_MOST_ONCE, AT_LEAST_ONCE, EXACTLY_ONCE, UNKNOWN
    }

    /**
     * Specifies the contract of a function.
     * The contract description must be at the beginning of a function and have at least one effect.
     * Only the top-level functions can have a contract for now.
     */
    @param builder the lambda where
the contract of a function is described with the help of the [ContractBuilder] members.

```kotlin
@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) {
}
```

* The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
  interceptor and \(n\) intercepts all coroutine continuations with [interceptContinuation] invocations.

```kotlin
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    fun releaseInterceptedContinuation(continuation: Continuation<*>)

        return if (key is AbstractCoroutineContextKey<*, *>) getPolymorphicElement(key) else
            if (ContinuationInterceptor === key) this as E else null
    }

    override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}
```

- Every element in this set has a unique [Key].
- Persistent context for the coroutine. It is an indexed set of [Element] instances.
- An indexed set is a mix between a set and a map.
public operator fun <E : Element> get(key: Key<E>): E?/* * * */ /* Accumulates entries of this context starting with [initial] value and applying [operation] from left to right to current accumulator value and each element of this context.*/ /* */ public fun <R> fold(initial: R, operation: (R, Element) -> R): R/* * */ /* Returns a context containing elements from this context and elements from other context.*/ /* */ Elements from this context with the same key as in the other one are dropped. */ /* */ public operator fun plus(context: CoroutineContext): CoroutineContext = if (context === EmptyCoroutineContext) this else { /* make sure interceptor is always last in the context (and thus is fast to get when present) */ val interceptor = removed[ContinuationInterceptor] if (interceptor == null) CombinedContext(removed, element) else { val left = removed.minusKey(ContinuationInterceptor) if (left !== EmptyCoroutineContext) CombinedContext(left, element, interceptor) else { CombinedContext(CoroutineContext(), element, interceptor) /* Returns a context containing elements from this context, but without an element with the specified key. */ /* */ public fun minusKey(key: Key<*>): CoroutineContext = /* */ /* */ public interface Element : CoroutineContext { /* */ public override operator fun <E : Element> get(key: Key<E>): E? = if (this.key == key) this as E else null /* */ public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(initial, this) /* */ public override fun minusKey(key: Key<*>): CoroutineContext = if (this.key == key) EmptyCoroutineContext else this /* */ }

/* */ @SinceKotlin("1.3") public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/* */ @SinceKotlin("1.3") @ExperimentalStdlibApi public abstract class AbstractCoroutineContextKey<B : Element, E : B>(baseKey: Key<B>, private val safeCast: (element: Element) -> E?) /* Base class for [CoroutineContext.Element] implementations. */ /* */ package kotlin.coroutines import kotlin.coroutines.CoroutineContext.Element

import kotlin.coroutines.CoroutineContext.Key

/* */ package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.Element
import kotlin.coroutines.CoroutineContext.Key

/* */ package kotlin.coroutines

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import kotlin.corpu...
internal fun isSubKey(key: Key<*>) = this !== key && key.key === this || super.key === key

/**
 * Returns the current element if it is associated with the given [key] in a polymorphic manner
 * or `null` otherwise.
 * This method returns non-null value if either [Element.key] is equal to the given [key] or if
 * the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].
 */
public fun <E : Element, K> Element.getPolymorphicElement(key: Key<K>): E? {
    if (key is AbstractCoroutineContextKey) {
        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
    }
    return if (this.key === key) this as E else null
}

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner
 * or `null` otherwise.
 * This method returns empty context if either [Element.key] is equal to the given [key] or if
 * the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].
 */
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {
    if (key is AbstractCoroutineContextKey) {
        return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
    }
    return if (this.key === key) EmptyCoroutineContext else this
}

/**
 * An empty coroutine context.
 */
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext {
        return when {
            context === EmptyCoroutineContext -> this
            context === EmptyCoroutineContext -> super.minusKey(key)
            else -> CombinedContext(context, this)
        }
    }
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

// this class is not
// exposed, but is hidden inside implementations
// this is a left-biased list, so that `plus` works
// naturally
private class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur = cur.element? [key] ?: return null
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(left.fold(initial, operation), element)

    override fun minusKey(key: Key<*>): CoroutineContext {
        return when {
            left === this -> this
            left === EmptyCoroutineContext -> super.minusKey(key)
            else -> CombinedContext(left, element)
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext && other.size == size && other.containsAll(this)

    override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String = "[" + fold { acc, element -> "$acc, $element" } + "]

    private fun writeReplace(): Any { return Serializable(elements.fold(EmptyCoroutineContext, CoroutineContext::plus))

    private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}

/*
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 * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.coroutines.intrinsics

import kotlin.contracts.*
import kotlin.coroutines.

package kotlin.internal.InlineOnly

suspend CoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
}

@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move\ninternal enum class CoroutineSingletons {
    COROUTINE_SUSPENDED, UNDECIDED, RESUMED }\n
package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()

*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()

*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short = (this.toInt().inv()).toShort()


"/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
  AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION,
  AnnotationTarget.PROPERTY_GETTER,
  AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that the declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION,
  AnnotationTarget.PROPERTY_GETTER,
  AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * Specifies that an argument is a `lateinit` property, the backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is only completely supported since the specified version.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitProperty

/**
 * The value of this parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION,
  AnnotationTarget.PROPERTY_GETTER,
  AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION,
  AnnotationTarget.PROPERTY_GETTER,
  AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitProperty

/**
 * Specifies that this declaration is only completely supported since the specified version.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitProperty

/**
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported,
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitProperty

/**
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported,
HIDDEN means that the declaration is going to be removed from resolution completely.

* * [versionKind]

specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.

* Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version.

Since 1.2, the Kotlin compiler supports

* [RequireKotlinVersionKind.LANGUAGE_VERSION],

[RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].

* If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),

* Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement

* on the language version.

* This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

*/
@Target(AnnotationTarget.CLASS,
        AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
        AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl
/*
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 * license/LICENSE.txt file.*/

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write
     * property with a non-`null` value that is initialized not during
     * object construction time but at a later time.
     *
     * @sample samples.properties.Delegates.notNullDelegate
     */
    public fun <T : Any> notNull():
        ReadWriteProperty<Any?, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write property
     * that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called before a change to the property value is attempted.
     *  The value of the property hasn't been changed yet, when this callback is invoked.
     * @sample samples.properties.Delegates.observableDelegate
     */
    public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> = ObservableVar(initialValue, onChange)

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made.
     *  The value of the property has been changed, when this callback is invoked.
     * @param onReturn the callback which is called when the property value is not set.
     * @sample samples.properties.Delegates.vetoableDelegate
     */
    public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean, crossinline onReturn: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):
        ReadWriteProperty<Any?, T> = VetoableVar(initialValue, onChange, onReturn)

    private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
        private var value: T? = null

        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
            return value
        }

        public override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T?) {
            this.value = value
        }
    }

    private class ObservableVar<T : Any>() : ReadWriteProperty<Any?, T> {
        private var value: T? = null
        private val changes by observedChanges

        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
            return value
        }

        public override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T?) {
            this.value = value
            changes.add(Change(changes, property, value!!))
        }
    }

    private class VetoableVar<T : Any>() : ReadWriteProperty<Any?, T> {
        private var value: T? = null
        private val changes by observedChanges
        private val veto by volatile observedVeto

        public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
            return value
        }

        public override fun setValue(thisRef: Any?, property: KProperty<*>?, value: T?) {
            if (veto) return
            this.value = value
            changes.add(Change(changes, property, value!!))
        }
    }
}
override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
    this.value = value
}

public override operator fun getValue(thisRef: T, property: KProperty<*>): V

public override operator fun setValue(thisRef: T, property: KProperty<*>, value: V) {
    // Implementation...
}

public interface ReadOnlyProperty<in T, out V> {
    public override fun getValue(thisRef: T, property: KProperty<*>): V
}

public interface ReadWriteProperty<in T, V> : ReadOnlyProperty<T, V> {
    public override fun getValue(thisRef: T, property: KProperty<*>): V

    public override fun setValue(thisRef: T, property: KProperty<*>, value: V)
}

public interface PropertyDelegateProvider<in T, out D> {
    public override fun provideDelegate(thisRef: T, property: KProperty<*>): D
}

abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue

    protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true

    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V
    
    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V)
    {
        // Implementation...
    }
}
An extension operator that allows delegating a read-only property of type [V] to a property reference to a property of type [V] or its subtype. The reference is without a receiver, i.e. it either references a top-level property or has the receiver bound to it. The reference to a property reference to a mutable property of the same type [V] * @receiver A property reference to a mutable property of type [V] * The reference is without a receiver, i.e. it either references a top-level property or has the receiver bound to it. The reference has an unbound receiver of type [T].

```kotlin
/**
 * An abstract class that is implemented by random number generator algorithms.
 * The companion object `Random.Default` is the default instance of `Random`. To get a seeded instance of random number generator use `Random(function: (Random, bitCount: Int, samples: List<Int>) -> Random)`.

```
Generates an `Int` random value uniformly distributed between the specified `[from]` (inclusive) and `[until]` (exclusive) bounds.

*throws IllegalArgumentException if `[from]` is greater than or equal to `[until]`.*

```kotlin
public open fun nextInt(from: Int, until: Int): Int {
    checkRangeBounds(from, until)
    val n = until - from
    if (n > 0 || n == Int.MIN_VALUE) {
        val bitCount = fastLog2(n)
        nextBits(bitCount)
    } else {
        var v: Int
        do {
            val rnd = nextInt().ushr(1)
            v = bits % n
        } while (bits - v + (n - 1) < 0)
        val v = bits % n
        return from + v
    }
}
```

### `nextDouble()` Method

Gets the next random `Double` value uniformly distributed between 0 (inclusive) and 1 (exclusive).

```kotlin
public open fun nextDouble(): Double = nextBits(26) / (1 shl 24).toFloat()
```

### `nextLong()` Method

**Generates a `Long` random value uniformly distributed between `0` (inclusive) and the specified `[until]` bound (exclusive).**

```kotlin
public open fun nextLong(from: Long, until: Long): Long {
    checkRangeBounds(from, until)
    val n = until - from
    if (n > 0 || n == Long.MIN_VALUE) {
        val nLow = n.toInt()
        val nHigh = (n ushr 32).toInt()
        if (n and -n == n) {
            val nLow = n.toInt()
            val nHigh = (n ushr 32).toInt()
            when {
                nLow != 0 -> {
                    val bitCount = fastLog2(nLow)
                    nextBits(bitCount)
                }
                nHigh == 1 -> {
                    // toUInt().toLong()
                    nextInt().toLong() and 0xFFF_FFFF
                }
                else -> {
                    val bitCount = fastLog2(n)
                    nextBits(bitCount).toLong() and 0xFFF_FFFF
                }
            } else {
                var v: Long
                do {
                    val bits = nextLong().ushr(1)
                    v = bits % n
                } while (bits - v + (n - 1) < 0)
                v
            }
        }
    } else {
        var v: Long
        do {
            val bits = nextLong().ushr(1)
            v = bits % n
        } while (bits - v + (n - 1) < 0)
        val rnd = when {
            nLow != 0 -> {
                val bitCount = fastLog2(nLow)
                nextBits(bitCount)
            }
            nHigh == 1 -> {
                // toUInt().toLong()
                nextInt().toLong() and 0xFFF_FFFF
            }
            else -> {
                val bitCount = fastLog2(n)
                nextBits(bitCount).toLong() and 0xFFF_FFFF
            }
        } else {
            val bitCount = fastLog2(n)
            nextBits(bitCount)
        }
        return from + rnd
    }
}
```

### `nextBigDecimal()` Method

**Generates a `BigDecimal` random value uniformly distributed between 0 (inclusive) and 1 (exclusive).**

```kotlin
public open fun nextBigDecimal(): BigDecimal = nextDouble() / (1 shl 24).toFloat()
```

### `nextBoolean()` Method

**Generates a `Boolean` random value.**

```kotlin
public open fun nextBoolean(): Boolean = nextBits(1) != 0
```

### `nextInt()` Method

**Fills a subrange of the specified byte array starting from `[fromIndex]` inclusive and ending `[toIndex]` exclusive with random bytes.**

```kotlin
public open fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray {
    require(fromIndex in 0..array.size && toIndex in 0..array.size) { "fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..<array.size." }
    val from = fromIndex
    val to = toIndex
    var v = nextDouble() * (to - from)
    if (v >= until) v = until.nextDown()
    return if (toIndex - fromIndex > 0) {
        createArray(array.size) { i -> array[(from + v).toInt()] }
    } else {
        createArray(array.size) { i -> 0 }
    }
}
```
```kotlin
fun randomBytes(array: ByteArray): ByteArray = random.nextInt(array.size) / 4

fun randomNumbers(fromIndex: Int, toIndex: Int): Int = random.nextInt(fromIndex, toIndex)

fun randomDouble(): Double = random.nextDouble()

fun randomInt(): Int = random.nextInt()

fun randomLong(): Long = random.nextLong()

fun randomBoolean(): Boolean = random.nextBoolean()

fun randomBytes(size: Int): ByteArray = random.nextBytes(size)

fun randomBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = random.nextBytes(array, fromIndex, toIndex)
```

---

```kotlin
fun randomString(length: Int): String = random.randomString(length)

fun randomList(size: Int): MutableList = random.randomList(size)

fun randomSet(size: Int): MutableSet = random.randomSet(size)
```
IllegalArgumentException("Cannot get random in empty range: $range")

the next random [ULong] from the random number generator in the specified [range].

* Generates a [ULong]

random value uniformly distributed in the specified [range]:

* from `range.start` inclusive to `range.endInclusive`

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

* @ExperimentalUnsignedTypes

*public fun Random.nextULong(range: ULongRange):

* ULong = when {

* range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

* range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)

* else -> nextULong(range.first - 1u, range.last) + 1u

* else -> nextULong()

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange):

ULong = when {

range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)

else -> nextULong(range.first - 1u, range.last) + 1u

else -> nextULong()

*/

/**

* Fills

* the specified unsigned byte [array] with random bytes and returns it.

* @return [array] filled with random bytes.

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {

nextBytes(array.asByteArray())

return array
}

/**

* Creates an unsigned byte array of the specified [size], filled with random bytes.

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray(

/**

* Fills a subrange of the specified `UByte` [array] starting from

* [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.

* @return [array] with the

* subrange filled with random bytes.

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {

nextBytes(array.asByteArray(), fromIndex, toIndex)

return array
}

/**

* Represents a range of 

* [Comparable] values.

*/

private open class ComparableRange<T : Comparable<T>>(

override val start: T,

override val endInclusive: T
)

: ClosedRange<T> {

override fun equals(other: Any?): Boolean {

return other is ComparableRange<*> && (isEmpty() && other.isEmpty()

||

start == other.start && endInclusive == other.endInclusive)

}

override fun hashCode(): Int {

return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()

}

override fun toString(): String = "$start..$endInclusive"

}

/**

* Creates a range from this [Comparable] value to the

* specified [that] value.

* @sample samples.ranges.Ranges.rangeFromComparable

*/

public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)


/**

* Represents a range of floating point numbers.

*/

class Ranges


ClosedFloatingPointRange<

ClosedRange<

ClosedDoubleRange<

ClosedFloatRange<

// TODO: replace with qualifiedName

"Step must be positive, was: $step."

"Value cannot be cast to $qualifiedOrSimpleName"

"Can only be set at Kotlin level"
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are the same (as compared by the == operator)

- Applying the method [toUpperCae] to each character
  produces the same result
- Applying the method [toLowerCae] to each character
  produces the same result

* @sample samples.text.Chrs.equals
* @numpy fun Char.equals(\text{other} \colon \text{Char}, \text{ignoreCase} \colon \text{Boolean} = \text{false})

\begin{verbatim}
Boolean \text{true} \text{if (this == other) return true}
\text{else if (!ignoreCase) return false}
\text{else if (this.toUpperCase() == other.toUpperCase()) return true}
\text{else if (this.toLowerCase() == other.toLowerCase()) return true}
\text{return false}
\end{verbatim}

* @sample samples.text.Chars.equals

*/

public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

package kotlin.text

/**
 * Trims leading whitespace characters followed by \text{[marginPrefix]} from every line of a source
 * string and removes \text{\*first and the last blank lines.} \text{\*Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.} \text{\*Doesn't preserve the original line endings.} \text{\*Param marginPrefix non-blank string, which is used as a margin delimiter. Default is } |
 */
public fun String.trimMargin(marginPrefix: String = "|"): String =
    replaceIndentByMargin("", marginPrefix)

/**
 * Replace indent by \text{newIndent} as it does \text{trimMargin} and replace it with \text{newIndent}.
 *
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 */
public fun String.replaceIndentByMargin(newIndent: String = " ", marginPrefix: String = "|"): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size,
        getIndentFunction(newIndent),
        [line ->
            line
        ]
    )
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last line if they are blank (notice difference blank vs empty).
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is \text{\*Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.} \text{\*Doesn't preserve the original line endings.} \text{\*Param marginPrefix non-blank string, which is used as a margin delimiter. Default is } |
 */
public fun String.trimIndent(): String = replaceIndent(""")

/**
 * Replace indent with \text{newIndent} as it does \text{trimIndent} and replaces it with \text{newIndent}.
 */
public fun String.replaceIndent(newIndent: String = " "): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .minOrNull() ?: 0

    return lines.reindent(length + newIndent.length * lines.size,
        getIndentFunction(newIndent),
        [line ->
            line
        ]
    )
}

/**
 * Prepends \text{indent} to every line of the original string.
 * @param indent non-blank string, which is used as a margin delimiter. Default is \"\"
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinTo(StringBuilder(resultSizeEstimate), "\n")
    .toString()
Unicode symbols used in proper Typography.

```kotlin
public object Typography {
    /** The character \" — quotation mark */
    public const val quote: Char = '\u0022'
    /** The character "$ — dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & — ampersand */
    public const val amp: Char = '\u0026'
    /** The character < — less-than sign */
    public const val less: Char = '\u003C'
    /** The character > — greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00B6'
    /** The character · */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ */
    public const val half: Char = '\u00BD'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ’ */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character “ */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character ” */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'

    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
```

*/

```kotlin
/*
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 */

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 * An element of the collection at the particular index can be `null`, if the corresponding group in the regular expression is optional and there was no match captured by that group.
 */
public abstract class MatchGroupCollection : Collection<MatchGroup?> {

    /**
     * Returns a group with the specified [index].
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * An element of the collection at the particular index can be `null`, if the corresponding group in the regular expression is optional and there was no match captured by that group.
     */
    public abstract operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @returns An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
     */
    public abstract fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface
```
MatchResult

/** The range of indices in the original string where match was captured. */
public val range: IntRange

/** The substring from the input string captured by this match. */
public val value: String

*A collection of groups matched by the regular expression. This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression. * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.

*public val public val groups: MatchGroupCollection

*A list of matched indexed group values. This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression. * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.

*If the group in the regular expression is optional and there were no match captured by that group, corresponding item in [groupValues] is an empty string.

*An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.

*component1 corresponds to the value of the first group, component2 \u2014 of the second, and so on.

*An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.

*Destructured get() = Destructured(this) * Returns a new [MatchResult] with the results for the next match, starting at the position

*at which the last match ended (at the character after the last matched character).

*public fun next(): MatchResult? * Provides components for destructuring assignment of group values.

*component1 corresponds to the value of the first group, \[component2 \u2014 of the second, and so on.

*If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.

*An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.

*Destructured get() = Destructured(this) * Returns a new [MatchResult] with the results for the next match, starting at the position

*at which the last match ended (at the character after the last matched character).

*public fun next(): MatchResult? * Provides components for destructuring assignment of group values.

*component1 corresponds to the value of the first group, \[component2 \u2014 of the second, and so on.

*If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.

*Destructured constructor(public val match: MatchResult) * Returns destructured group values as a list of strings.

* First value in the returned list corresponds to the value of the first group, and so on.

*Destructured constructor(public val match: MatchResult) * Returns destructured group values as a list of strings.

* First value in the returned list corresponds to the value of the first group, and so on.

*Destructured constructor(public val match: MatchResult) * Returns destructured group values as a list of strings.

* First value in the returned list corresponds to the value of the first group, and so on.

*Destructured constructor(public val match: MatchResult) * Returns destructured group values as a list of strings.

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represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
- `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
- `minutes` represents the whole number of minutes in this duration.
- If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.

Public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
    contract {
        callsInPlace(action, InvocationKind.EXACTLY_ONCE)
    }
    return action(inMinutes.toInt(),
        nanosecondsComponent, nanosecondsComponent) // Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
    * The result of [action] is returned as the result of this function.
    * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000; `seconds` represents the whole number of seconds in this duration.
    * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE], it is coerced into that range.
    * public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {
        contract {
            callsInPlace(action, InvocationKind.EXACTLY_ONCE)
        }
        return action(inSeconds.toLong(),
            nanosecondsComponent) // conversion to units
    }

    @PublishedApi
    internal val hoursComponent: Int get() = (inHours % 24).toInt()
    @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
    @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt()
    @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

    // conversion to units
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts
    public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)
    public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)
    // string representation
    public fun toString(): String = when {
        value < 1e-15 -> "0s"
        value < 1e+7 -> "Infinity" or "-Infinity"
        else -> value.toString() // using scientific notation
    }

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```kotlin
/** Returns a [Duration] equal to this [Int] number of nanoseconds.

`Duration(convertDurationUnit(this, unit, storageUnit))`

// constructing from number of units
// extension functions

```
public val Int.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
public val Long.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
public val Double.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
public val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
public val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
public val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
public val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of milliseconds. */
public val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
public val Int.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
public val Long.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
public val Double.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
public val Int.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
public val Long.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
public val Double.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
public val Int@SinceKotlin("1.3")@n@ExperimentalTime

inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
public inline operator fun Double.times(duration: Duration): Duration = duration * this

// Other duration methods and properties...

// Other methods and properties...

// Other inline operator fun...
The list of possible time measurement units, in which a duration can be expressed:
* The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
* Time unit representing one nanosecond, which is 1/1000 of a microsecond.
* Time unit representing one microsecond, which is 1/1000 of a millisecond.
* Time unit representing one millisecond, which is 1/1000 of a second.
* Time unit representing one second.
* Time unit representing one minute.
* Time unit representing one hour.
* Time unit representing one day, which is always equal to 24 hours.

The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to query the elapsed time later.

The returned [TimeMark] instance encapsulates the captured time point and allows querying the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.

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A source of time for measuring time intervals.
that point (see the function \([\text{elapsedNow}]\)).

```kotlin
/**
 * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
 */
@public abstract fun elapsedNow(): Duration
```

```kotlin
/**
 * Returns a time mark on the same time source that is ahead of this time mark by the specified \([\text{duration}]\).
 */
public open operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)
```

```kotlin
/**
 * Returns a time mark on the same time source that is behind this time mark by the specified \([\text{duration}]\).
 */
public open operator fun minus(duration: Duration): TimeMark = plus(-duration)
```

```kotlin
/**
 * Returns true if this time mark has passed according to the time source from which this mark was taken.
 */
public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()
```

```kotlin
/**
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 */
public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
```
An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].

This protected method should be overridden to return the current reading of the time source expressed as a [Double] number in the unit specified by the [unit] property.

A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.

The current reading value is stored as a [Long] number of nanoseconds, thus it's capable to represent a time range of approximately 292 years. Should the reading value overflow as the result of a [plusAssign] operation, an [IllegalStateException] is thrown.

This protected method should be overridden to return the current reading of the time source expressed as a [Double] number in the unit specified by the [unit] property.

A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.

The current reading value is stored as a [Long] number of nanoseconds, thus it's capable to represent a time range of approximately 292 years. Should the reading value overflow as the result of a [plusAssign] operation, an [IllegalStateException] is thrown.

A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.

The current reading value is stored as a [Long] number of nanoseconds, thus it's capable to represent a time range of approximately 292 years. Should the reading value overflow as the result of a [plusAssign] operation, an [IllegalStateException] is thrown.
InvocationKind.EXACTLY_ONCE)
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [TimeSource] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    val mark = markNow()
    block()
    return mark.elapsedNow()
}

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/**
 * Defines deep recursive function that keeps its stack on the heap, which allows very deep recursive computations that do not use the actual call stack.
 * To initiate a call to this deep recursive function use its [invoke] function.
 * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block, the [callRecursive] extension can be used to make a recursive call to the declared function. Other instances of [DeepRecursiveFunction] can be called in this scope with the `callRecursive` extension, too.
 * For example, take a look at the following recursive tree class and a deeply recursive instance of this tree with 100K nodes:
 * ```
 * class Tree(val left: Tree? = null, val right: Tree? = null)
 * val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()
 * ```
 * A regular recursive function can be defined to compute a depth of a tree:
 * ```
 * fun depth(t: Tree?): Int =
 *     if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1
 * println(depth(deepTree)) // StackOverflowError
 * ```
 * However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then it successfully computes its value:
 * ```
 * val depth = DeepRecursiveFunction { t ->
 *     if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1
 * }
 * println(depth(deepTree)) // Ok
 * ```
 * Deep recursive functions can also mutually call each other using a heap for the stack via the `callRecursive` extension. For example, the following pair of mutually recursive functions computes the number of tree nodes at even depth in the tree:
 * ```
 * val even = object {
 *     val odd: DeepRecursiveFunction = DeepRecursiveFunction { t ->
 *         if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1
 *     }
 *     val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()
 *     println(odd.callRecursive(deepTree).count()) // Ok
 *     println(odd.callRecursive(deepTree).count()) // Ok
 * ```
 * If this `depth` function is called for a `deepTree` it produces [StackOverflowError] because of deep recursion.
 * However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then it successfully computes its value:
 * ```
 * val even = DeepRecursiveFunction { t ->
 *     if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1
 * }
 * ```
 * The function parameter type is [T] and it returns a result of type [R].
block: suspend DeepRecursiveScope<T, R>.deepRecursiveFunction.<T, R>(T) -> R

/**
 * Initiates a call to this deep recursive function,
 * forming a root of the call tree.
 * This operator should not be used from inside of [DeepRecursiveFunction] as it
 * uses the call stack slot for
 * initial recursive invocation. From inside of [DeepRecursiveFunction] use
 * [callRecursive][DeepRecursiveFunction.callRecursive].
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@RestrictsSuspension
public operator fun <T, R> DeepRecursiveFunction<T, R>.deepRecursiveFunction.<T, R>(T) -> R

/**
 * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to
 * recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.
 * @param [T] function parameter type.
 */
@RestrictsSuspension
@SinceKotlin("1.4")
public sealed class DeepRecursiveScope<T, R> {
    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap.
     * as opposed to the actual call stack that is used by a regular recursive
     * call.
     * @param [T] function parameter type.
     * @param [R] function result type.
     */
    public abstract suspend fun callRecursive(value: T): R

    /**
     * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap.
     * as opposed to the actual call stack that is used by a regular call.
     * @param [T] function parameter type.
     * @param [R] function result type.
     */

    @Deprecated(
        level = DeprecationLevel.ERROR,
        message =
"'invoke' should not be called from DeepRecursiveScope. " +
message = "Use 'callRecursive' to do recursion in
the heap instead of the call stack."

@Suppress("UNUSED_PARAMETER")
public operator fun DeepRecursiveFunction<Any, Any>.invoke(value: Any?): Nothing =
    throw UnsupportedOperationException("Should not be called from
DeepRecursiveScope\")
}

// ================== Implementation

@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend
DeepRecursiveScope<Any, Any>.deepRecursiveFunction.<Any, Any>(Any?) -> Any?

private val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)

@Suppress("UNCHECKED_CAST")
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {
    // Active function block
    private var block: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

    // Value to call function
    private var value: Any? = value

    // Continuation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Completion result (completion of the whole call stack)
    private var result: Result<Any?> = UNDEFINED_RESULT

    override val context: CoroutineContext
        get() = EmptyCoroutineContext

    override fun resumeWith(result: Result<R>) {
        this.cont = null
        this.result = result
    }

    override suspend fun callRecursive(value: T): R =
suspendCoroutineUninterceptedOrReturn {
        this.cont = this.cont as Continuation<Any?>
        this.value = value
        this.result = COROUTINE_SUSPENDED
    }

suspendCoroutineUninterceptedOrReturn {
        this.cont = this.cont as Continuation<Any?>
        this.value = value
        this.result = COROUTINE_SUSPENDED
    }

    private fun crossFunctionCompletion(
        currentFunction: DeepRecursiveFunctionBlock,
        cont: Continuation<Any?>
    ): Continuation<Any?> =
        Continuation(EmptyCoroutineContext) {
            this.cont = this.cont as Continuation<Any?>
            this.result = Result.success(COROUTINE_SUSPENDED)
        }

    @Suppress("UNCHECKED_CAST")
    private fun runCallLoop(): R {
        // Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith
        when the whole computation completes
        val result = this.result
        val cont = this.cont
    }
return (result as Result<R>).getOrThrow() // done -- final result
   // The order of comparison is important
   here for that case of rogue class with broken equals
   if (UNDEFINED_RESULT == result) {
       // call \"function\" with \"value\" using \"completion\nval r = try {
       // This is
block.startCoroutine(this, value, cont)
function.startCoroutineUninterruptedOrReturn(this, value, cont)
   } catch (e: Throwable) {
   // return (result as Result<R>).getOrThrow() // done -- final result
   // The order of comparison is important
   here for that case of rogue class with broken equals
   if (UNDEFINED_RESULT == result) {
       // call "function" with "value" using "completion" call resume here
this.result = UNDEFINED_RESULT // reset
result back
cont.resumeWith(result)
}
}

// If the function returns without suspension -- calls its continuation immediately
if (r !== COROUTINE_SUSPENDED)
   return r as R
   // we returned from a
crossFunctionCompletion trampoline -- call resume here
this.result = UNDEFINED_RESULT // reset
result back
cont.resumeWith(result)
}
KProperty0<*>::isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

/*
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 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass
package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean
        = throw NotImplementedError("Implementation is intrinsic")

    // An extension to delegate a read-only property of type [T] to an instance of [Lazy].
    * *
    * This extension allows to use instances of Lazy for property delegation:
    * ```
    * prop: Lazy<Number>
    * prop.value
    * ```
    *
    * String by lazy { initializer }

    /**
     * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
     */
    public fun lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)

    /**
     * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
     * ```
     * prop: Lazy<Number>
     * prop.getValue()
     * ```
     */
    @kotlin.internal.InlineOnly
    public inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value

    /**
     * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.
         */
        SYNCHRONIZED,

        /**
         * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value;
         * but only the first returned value will be used as the value of [Lazy] instance value;
         * if the instance is accessed from multiple threads, its behavior is undefined.
         */
        PUBLICATION,

        /**
         * No locks are used to synchronize an access to the [Lazy] instance value;
         * if the instance is accessed from multiple threads, its behavior is undefined.
         */
        NONE,
    }

    /*
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     */

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("NumbersKt")
    package kotlin

    /**
     * Counts the number of set bits in the binary representation of this [Int] number.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public expect fun Int.countOneBits(): Int

    /**
     * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public expect fun Int.countLeadingZeroBits(): Int

    /**
     * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public expect fun Int.countTrailingZeroBits(): Int

    /**
     * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public expect fun Int.takeHighestOneBit(): Int

    /**
     * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, or zero, if this number is zero.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public expect fun Int.takeLowestOneBit(): Int

    /*
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     */

    Open Source Used In DNAC Platform Antelope 9717
*\@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public expect fun Int.takeLowestOneBit(): Int\n**\n* Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\n\n*\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n\n* number.rotateLeft(-n) == number.rotateRight(n)\n\n* \n* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n\n* number.rotateLeft(n) == number.rotateLeft(n % 32)\n\n* \n* number.rotateRight(n % 32) == number.rotateRight(n)\n\n\*/
@SinceKotlin("1.3.\")\@ExperimentalStdlibApi\@public expect fun Int.rotateLeft(bitCount: Int): Int\n\n**\n* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.\n\n* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n\n* number.rotateRight(-n) == number.rotateLeft(n)\n\n* \n* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n\n* number.rotateRight(n) == number.rotateRight(n % 32)\n\n\*/
@SinceKotlin("1.3.\")\@ExperimentalStdlibApi\@public expect fun Int.rotateRight(bitCount: Int): Int\n**\n* Counts the number of set bits in the binary representation of this [Int] number by right shifting by the specified [bitCount] number of bits.\n\n* The number is zero if the number is zero.\n\n@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public expect fun Long.countOneBits(): Int\n**\n* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n\n* \n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n\n@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public expect fun Long.countLeadingZeroBits(): Int\n**\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n\n* \n* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n\n@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public expect fun Long.countTrailingZeroBits(): Int\n**\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n\n* \n* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n\n@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()\n**\n* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.\n\n* \n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.\n\n@SinceKotlin("1.4.\")\@WasExperimental(ExperimentalStdlibApi::class)\@public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)\n**\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() \n * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, \n * or zero, if this number is zero. \n
public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte() \n * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, \n * or zero, if this number is zero. \n
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte() \n * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits, \n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side, \n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count, \n * number.rotateLeft(-n) == number.rotateRight(n) \n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally \n * number.rotateLeft(n % 8) == number.rotateLeft(n) \n
public fun Byte.rotateLeft(bitCount: Int): Byte = (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte() \n * Rotates the number right by the specified [bitCount] number of bits, \n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side, \n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count, \n * number.rotateRight(-n) == number.rotateLeft(n) \n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally \n * number.rotateRight(n % 8) == number.rotateRight(n) \n
public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte() \n * Rotates the number left by the specified [bitCount] number of bits, \n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally \n * number.rotateRight(n % 8) == number.rotateRight(n) \n
public inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits() \n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number. \n
public inline fun Short.countLeadingZeroBits(): Int = (toInt() and 0xFFFF).countLeadingZeroBits() \n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number. \n
public inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits() \n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number, \n * or zero, if this number is zero. \n
public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort() \n * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits, \n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side, \n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count, \n * number.rotateLeft(-n) == number.rotateRight(n) \n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally \n * number.rotateLeft(n % 16) == number.rotateLeft(n) \n
public fun Short.rotateLeft(bitCount: Int): Short =
(toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()

/**
 * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * number.rotateRight(-n) == number.rotateLeft(n)
 * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()

package kotlin
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.ranges

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.pairDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @constructor Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @sample samples.collections.Maps.Instantiation.mapFromPairs
 */
public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

package kotlin

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @sample samples.misc.Tuples.tripleDestructuring
 *
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)
toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */

        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }

    /**
     * A progression of values of type `UInt`.
     */
    public open class UIntProgression
    internal constructor(
        start: UInt,
        endInclusive: UInt,
        step: Int
    ) : Iterable<UInt>{
        init {
            if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
            if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
            if (step > 0) first <= last or else first >= last
        }

        /**
         * The first element in the progression.
         */
        public val first: UInt = start

        /**
         * The last element in the progression.
         */
        public val last: UInt = getProgressionLastElement(start, endInclusive, step)

        /**
         * The step of the progression.
         */
        public val step: Int = step

        override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

        /** Checks if the progression is empty. */
        public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

        override fun equals(other: Any?): Boolean =
            other is UIntProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && step == other.step)

        override fun hashCode(): Int =
            if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

        override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

        companion object {
            /**
             * Creates UIntProgression within the specified bounds of a closed range.
             * * A progression starts with the `rangeStart` value and goes toward the `rangeEnd` value not excluding it, with the specified `step`.
             * * In order to go backwards the `step` must be negative.
             * * An iterator over a progression of values of type `UInt`, @property step is the number by which the value is incremented on each step.
             * * An iterator over a sequence of values of type `UByte`.
             * * An iterator over a sequence of values of type `UShort`.
             * * An iterator over a sequence of values of type `UInt`.
             * * An iterator over a sequence of values of type `ULong`.
             */

            public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
        }
    }

    /** An iterator over a sequence of values of type `UByte`. */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    private class UByteIterator : Iterator<UByte> {
        override final fun next() = nextUByte()

        /** Returns the next value in the sequence without boxing. */
        public abstract fun nextUByte(): UByte
    }

    /** An iterator over a sequence of values of type `UShort`. */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    private class UShortIterator : Iterator<UShort> {
        override final fun next() = nextUShort()

        /** Returns the next value in the sequence without boxing. */
        public abstract fun nextUShort(): UShort
    }

    /** An iterator over a sequence of values of type `UInt`. */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    private class UIntIterator : Iterator<UInt> {
        override final fun next() = nextUInt()

        /** Returns the next value in the sequence without boxing. */
        public abstract fun nextUInt(): UInt
    }

    /** An iterator over a sequence of values of type `ULong`. */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    private class ULongIterator : Iterator<ULong> {
        override final fun next() = nextULong()

        /** Returns the next value in the sequence without boxing. */
        public abstract fun nextULong(): ULong
    }

    import kotlin.internal.*
/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

*\@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

*\@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()

*\@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

*\@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsigned Types\n@kotlin.internal.InlineOnly\n
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

*\@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()
least significant set bit of this [ULong] number,\n or zero, if this number is zero.\n
`takeLowestOneBit` function takes a ULong number and returns the number with the least significant bit set to zero. If the number is zero, it returns zero.

`takeLowestOneBit` function takes a ULong number and returns the number with the least significant bit set to zero. If the number is zero, it returns zero.

`rotateLeft` function rotates a ULong number left by a specified number of bits. It returns the resulting number.

`rotateRight` function rotates a ULong number right by a specified number of bits. It returns the resulting number.

`countOneBits` function counts the number of set bits in a UByte number.

`countLeadingZeroBits` function counts the number of consecutive most significant bits that are zero in a UByte number.

`countTrailingZeroBits` function counts the number of consecutive least significant bits that are zero in a UByte number.

`takeHighestOneBit` function takes a UByte number and returns the number with the most significant set bit set to one. If the number is zero, it returns zero.

`takeLowestOneBit` function takes a UByte number and returns the number with the least significant set bit set to one. If the number is zero, it returns zero.

`rotateLeft` function rotates a UByte number left by a specified number of bits. It returns the resulting number.

`rotateRight` function rotates a UByte number right by a specified number of bits. It returns the resulting number.
'number.rotateRight(-n) == number.rotateLeft(n)' *n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally

'number.rotateRight(n) == number.rotateRight(n % 8)' *n

Counts the number of set bits in the binary representation of this [UShort] number.

'number.rotateRight(bitCount: Int) UByte = toByte().rotateRight(bitCount).toUByte()' *n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.

'number.rotateRight(bitCount: Int) UShort = toShort().rotateRight(bitCount).toUShort()' *n

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.

'differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}'

'differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}'

'UShort.countOneBits(): Int = toUInt().countOneBits()' *n

'UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()' *n

'UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()' *n

'UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()' *n

'UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()' *n

'UShort.rotateLeft(bitCount: Int) UShort = toShort().rotateLeft(bitCount).toUShort()' *n

'UShort.rotateRight(bitCount: Int) UShort = toShort().rotateRight(bitCount).toUShort()' *n

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ending bound for the progression
* @param step increment, or difference of successive elements in the
progression
* @return the final element of the progression
* @suppress

@PublishedApi
@SinceKotlin("1.3")
unint fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded
 * arithmetic progression, i.e. the last element of the progression which is in the range
 * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
 * [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * - either `step > 0` and `start <= end`,
 * - or `step < 0` and `start >= end`.
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the
 * progression
 * @return the final element of the progression
 * @suppress

@PublishedApi
@SinceKotlin("1.3")
unint fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")

@file:kotlin.jvm.JvmName("UStringsKt")  // string
representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this [Byte]
 * value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short]
 * value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int]
 * value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long]
 * value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation
 * of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation
 * of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation
 * of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation
 * of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)
result.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

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* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* @throws NumberFormatException if the string is not a valid representation of a number.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
```kotlin
val length = this.length
if (length == 0) return null

val limit: ULong = ULong.MAX_VALUE
val start: Int
val firstChar = this[0]
if (firstChar < '0') {
  if (length == 1 || firstChar != '+') return null
  start = 1
} else {
  start = 0
}

val limitForMaxRadix = 51240955760343100UL // limit / 36
val limitBeforeMul = limitForMaxRadix
val uradix = radix.toULong()
val result = 0UL
for (i in start until length) {
  val digit = digitOf(this[i], radix)
  if (digit < 0) return null
  if (result > limitBeforeMul) {
    if (limitBeforeMul == limitForMaxRadix) {
      limitBeforeMul = limit / uradix
    } else {
      return null
    }
  }

  result *= uradix
  val beforeAdding = result
  result += digit.toUInt()
  if (result < beforeAdding) return null // overflow has happened
}

return result
```

---

```
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50")
@RequireKotlinVersionKind

public annotation class ExperimentalUnsignedTypes
```

---

```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

```

---

```
fun sin(x: Double): Double
fun cos(x: Double): Double
fun tan(x: Double): Double
fun asin(x: Double): Double
fun acos(x: Double): Double
fun atan(x: Double): Double
fun atan2(y: Double, x: Double): Double
```
for \( x < 0 \) \( \Rightarrow \) \( \arctan(-0.0, x) \) is \(-0.0\) for \( x > 0 \) and \( \arctan(-0.0, x) \) is \(0.0\) for \( 0 < x < +\text{Inf}\) and \(\arctan(-0.0, x) \) is \(-0.0\) for \(-\text{Inf} < y < 0.0\) \( \Rightarrow \) \( \arctan(-0.0, y) \) is \(\text{PI}\) for \( 0 < y < +\text{Inf}\) and \(\arctan(-0.0, y) \) is \(-0.0\) for \(-\text{Inf} < y < 0.0\) \( \Rightarrow \) \( \arctan(-0.0, y) \) is \(\text{PI}/2\) for \( y > 0 \) and \(\arctan(-0.0, y) \) is \(-\text{PI}/2\) for \( y < 0 \) \( \Rightarrow \) \( \arctan(0.0, x) \) is \(-\text{PI}/2\) for finite \( x \)\( \Rightarrow \) \( \arctan(0.0, x) \) is \(\text{PI}/2\) for finite \( x \)\n
\( \arctan(-\text{Inf} \cdot x) \) is \(-\text{PI}/2\) for finite \( x \)\n
\( \arctan(\text{NaN} \cdot x) \) and \( \arctan(\text{NaN}, y) \) is \(\text{NaN}\)

\( \\text{atan2}(y, x) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, -0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(y, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \)

\( \\text{atan2}(x, y) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \)

\( \\text{atan2}(x, y) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, 0.0) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, +\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \) \( \Rightarrow \) \( \text{atan2}(x, -\text{Inf}) \) is \(\text{NaN}\) for \( x = 0 \) and \( y \neq 0 \)
integer towards negative infinity.

* @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.

* Special cases:
- floor(x) is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' or already a mathematical integer.

* Returns the absolute value of the given value [x].

* Special cases:
- abs(NaN) is 'NaN'
- if the result is 'NaN', then the result is 'NaN'

* Returns the value of this value: x

* Special case: NaN.sign is NaN

* Returns the absolute value of this value: x

* Special cases:
- NaN.absValue is NaN

* Returns the sign of this value:
- NaN.sign is NaN

* Returns the ulp (unit in the last place) of this value.

* Returns the Double value nearest to this value in direction of positive infinity.

* Returns the Double value nearest to this value in direction of negative infinity.
Double.roundToLong(): Long

// endregion

// region ================ Float Math

/** Computes the sine of the angle [x] given in radians.
 * @param x the angle whose sine is to be computed.
 * @return the sine of [x].
 */
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.
 * @param x the angle whose cosine is to be computed.
 * @return the cosine of [x].
 */
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.
 * @param x the angle whose tangent is to be computed.
 * @return the tangent of [x].
 */
public expect fun tan(x: Float): Float

/** Computes the secant of the angle [x] given in radians.
 * @param x the angle whose secant is to be computed.
 * @return the secant of [x].
 */
public expect fun sec(x: Float): Float

/** Computes the cosecant of the angle [x] given in radians.
 * @param x the angle whose cosecant is to be computed.
 * @return the cosecant of [x].
 */
public expect fun csc(x: Float): Float

/** Computes the cotangent of the angle [x] given in radians.
 * @param x the angle whose cotangent is to be computed.
 * @return the cotangent of [x].
 */
public expect fun cot(x: Float): Float

/** Computes the arcsine of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * @param x the value whose arcsine is to be computed.
 * @return the arcsine of [x].
 */
public expect fun asin(x: Float): Float

/** Computes the arccosine of the value [x];
 * the returned value is an angle in the range from `0.0` to `PI` radians.
 * @param x the value whose arccosine is to be computed.
 * @return the arccosine of [x].
 */
public expect fun acos(x: Float): Float

/** Computes the arctangent of the value [x];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * @param x the value whose arctangent is to be computed.
 * @return the arctangent of [x].
 */
public expect fun atan(x: Float): Float

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];
 * @param x the first coordinate.
 * @param y the second coordinate.
 * @return the angle `theta`.
 */
public expect fun atan2(y: Float, x: Float): Float

/** Computes the hyperbolic sine of the value [x].
 * @param x the value whose hyperbolic sine is to be computed.
 * @return the hyperbolic sine of [x].
 */
public expect fun sinh(x: Float): Float

/** Computes the hyperbolic cosine of the value [x].
 * @param x the value whose hyperbolic cosine is to be computed.
 * @return the hyperbolic cosine of [x].
 */
public expect fun cosh(x: Float): Float

/** Computes the hyperbolic tangent of the value [x].
 * @param x the value whose hyperbolic tangent is to be computed.
 * @return the hyperbolic tangent of [x].
 */
public expect fun tanh(x: Float): Float

/** Computes the inverse hyperbolic sine of the value [x];
 * @param x the value whose inverse hyperbolic sine is to be computed.
 * @return the inverse hyperbolic sine of [x].
 */
public expect fun asinh(x: Float): Float

/** Computes the inverse hyperbolic cosine of the value [x];
 * @param x the value whose inverse hyperbolic cosine is to be computed.
 * @return the inverse hyperbolic cosine of [x].
 */
public expect fun acosh(x: Float): Float

/** Computes the inverse hyperbolic tangent of the value [x];
 * @param x the value whose inverse hyperbolic tangent is to be computed.
 * @return the inverse hyperbolic tangent of [x].
 */
public expect fun atanh(x: Float): Float

/** Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * @param x the first argument.
 * @param y the second argument.
 * @return `sqrt(x^2 + y^2)`.
 */
public expect fun hypot(x: Float, y: Float): Float

/** Computes the positive square root of the value [x].
 * @param x the value whose square root is to be computed.
 * @return the positive square root of [x].
 */
public expect fun sqrt(x: Float): Float

/** Computes Euler's number `e` raised to the power of the value [x].
 * @param x the value whose exponential is to be computed.
 * @return `e` raised to the power of [x].
 */
public expect fun exp(x: Float): Float

/** Computes `exp(x) - 1`.
 * @param x the value whose exponential minus one is to be computed.
 * @return `exp(x) - 1`.
 */
public expect fun expm1(x: Float): Float

/** Computes the logarithm of the value [x] to the given [base].
 * @param x the value whose logarithm is to be computed.
 * @param base the base of the logarithm.
 * @return the logarithm of [x] to the given [base].
 */
public expect fun log(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun ln(x: Float): Float

/** Computes the logarithm of the value [x] to the given [base].
 * @param x the value whose logarithm is to be computed.
 * @param base the base of the logarithm.
 * @return the logarithm of [x] to the given [base].
 */
public expect fun log10(x: Float, base: Float): Float

/** Computes the logarithm of the value [x] to the given [base].
 * @param x the value whose logarithm is to be computed.
 * @param base the base of the logarithm.
 * @return the logarithm of [x] to the given [base].
 */
public expect fun log2(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log1p(x: Float): Float

/** Computes the exponential of the value [x].
 * @param x the value whose exponential is to be computed.
 * @return the exponential of [x].
 */
public expect fun expm1(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun ln(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log10(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log2(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log1p(x: Float): Float

/** Computes the exponential of the value [x].
 * @param x the value whose exponential is to be computed.
 * @return the exponential of [x].
 */
public expect fun expm1(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun ln(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log10(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log2(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log1p(x: Float): Float

/** Computes the exponential of the value [x].
 * @param x the value whose exponential is to be computed.
 * @return the exponential of [x].
 */
public expect fun expm1(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun ln(x: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
 * @return the natural logarithm of [x].
 */
public expect fun log10(x: Float, base: Float): Float

/** Computes the natural logarithm of the value [x].
 * @param x the value whose natural logarithm is to be computed.
`log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0` in * - `log(+Inf, +Inf)` is `NaN` in * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1` in * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1` in *

See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

`log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b < 1` in *

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

`log(0.0, +Inf)` is `+Inf`

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

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`log(0.0, +Inf)` is `+Inf`

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

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`log(0.0, +Inf)` is `+Inf`

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

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`log(0.0, +Inf)` is `+Inf`

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

`log(0.0, +Inf)` is `+Inf`
Int.MAX_VALUE <= x roundedToLong() == Int.MIN_VALUE * * @throws IllegalArgumentException when this value is NaN
*

* @SinceKotlin("1.2")
public expect fun Float.roundToLong(): Long

/**
 * Rounds this [Float] value to the nearest integer and converts the result to
 * [Long]. * * Ties are rounded towards positive infinity. * * Special cases:
 * - x roundedToLong() == Long.MAX_VALUE when x > Long.MAX_VALUE * * - x roundedToLong() == Long.MIN_VALUE when x < Long.MIN_VALUE * * @throws IllegalArgumentException when this value is NaN
 *
* @SinceKotlin("1.2")
public expect fun Float.roundToInt(): Int

/**
 * Returns the absolute value of the given value [n].
 * * Special cases:
 * - abs(Int.MIN_VALUE) is Int.MIN_VALUE due to an overflow
 *
* @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.abs: Int

/**
 * Returns the sign of this value:
 * -1 if the value is negative,
 * 0 if the value is zero,
 * 1 if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int


/**
 * Returns the absolute value of the given value [n].
 *
 * Special cases:
 * - abs(Long.MIN_VALUE) is Long.MIN_VALUE due to an overflow
 *
* @see abs function
 */
@SinceKotlin("1.2")
public expect val Long.abs: Long

/**
 * Returns the sign of this value:
 * -1 if the value is negative,
 * 0 if the value is zero,
 * 1 if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int


// endregion

// region


// endregion

// endregion


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Open Source Used In DNAC Platform Antelope 9740
Open Source Used In DNAC Platform Antelope 9784
Open Source Used In DNAC Platform Antelope
AhB,gB;QAaGB,cAAA,SAAHB,M;QAaSB,AIAI,UAAB,O;AAV,CAAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
;iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;:
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
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iFAGX,gC;MAMOB,Q;MAAhB,IAUAB,O;AAV,C;AAJ,C;UAAwB,O;AAO,K;:MACRd,DAOAOi,K;
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Ag,C,mB;K;8DAEhC,Y;MACI,IAAJ,CAAC,kBAAL,C;QAAoB,MAAM,6B;MAE1B,eAAO,mCAAP,EAAO,YAA P;MACA,OAoA,wBAAL,WAJJ,CK;mAEGX,Y;MAAOc,sBAAQ,CAAR,I;K;+DAEpC,mB;MACI,wBAAL,YA AJ,EAaW,OAAX,C;MACA,mC;MACA,cAAO,E;K;+DGX,mB;M1DhFIJ,IAAIe0dIFu,gBAQQ,E1DjFIB,CAA J,C;QACl,c0DgFwB,4E;QfID/ExB,MAAM,6BAAsB,OAQQ,WA9B,C;00DGfW,BwBAAL,WAJJ,EAUU,OAACv C;/k;1Algb,B;+D;MACAf8,B;MAAFF,kB;MAAOc,4B;MACD,eaAY,B;MACGb,oCAAa,2BAkB,gBAAlB,EA6B O,OAAB7,E,AAC,cWAAK,KA3AC,C;MACH,eAAA,UAuG,wBAAV,IK;wDAGjB,0B;MACI,oCAAA,4B,AMmB,K ABnB,EA0B,Y,AIA1B,C;MAeB,WAAK,aaAI,mBAAY,KAAZ,IAAJ,EAUuB,OAAsB,MACL,mC;K;wDAgj,IB ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,OAoA,wBAk,MAAY,KAAZ,IAAL,C;K;6DAgX jB;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX jB;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX ;MACI,c0AAa,2BAkB,KAAlB,EAAY,B,YAZB,C;MAeB,AAWA,KAAZ,IAAJ,C;K;6DAgX 

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A system for managed and automated network services has been developed using open source products. The following sources have been used in the DNAC platform:

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The system uses open source software to provide a scalable, efficient, and reliable service delivery platform. By leveraging open source products, the platform can be adapted to new requirements and standards, ensuring flexibility and cost-effectiveness.

This integration of open source components enhances the platform's capabilities, allowing for efficient resource management and improved network performance. The use of open source technology also facilitates collaboration and innovation within the network management community.
Found in path(s):
* /opt/cola/permits/1179183528_1625897252.78/0/kotlin-1-4-0-tgz/package/kotlin.js.map

1.2403 ajv 4.11.8
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1.2424 react-tagsinput 3.19.0 3.19.0

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1.2425 path-is-absolute 1.0.1

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1.2427 object-keys 0.4.0 0.4.0

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1.2443 dns-prefetch-control 0.1.0 0.1.0

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1.2445 is-my-json-valid 2.20.5

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1.2446 kerby-asn1 1.0.0

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1.2447 ansi-styles 4.3.0

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1.2449 react-highlight-words 0.17.0 0.17.0
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1.2450 zstd-jni 1.4.9-1

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Manifest-Version: 1.0
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1615191527618
Bundle-Description: JNI bindings for Zstd native library that provides fast and high compression lossless algorithm for Java and all JVM languages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;description=BSD 2-Clause License
Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: aix/ppc64/libzstd-jni.so;osname=AIX;processor=ppc64 , darwin/x86_64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=x86_64 , darwin/aarch64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=aarch64, freebsd/amd64/libzstd-jni.so;osname=FreeBSD;processor=amd64, freebsd/i386/libzstd-jni.so;osname=FreeBSD;processor=i386 , linux/aarch64/libzstd-jni.so;osname=Linux;processor=aarch64, linux/amd64/libzstd-jni.so;osname=Linux;processor=amd64, linux/arm/libzstd-jni.so;osname=Linux;processor=arm, linux/i386/libzstd-jni.so;osname=Linux;processor=i386, linux/mips64/libzstd-jni.so;osname=Linux;processor=mips64 , linux/ppc64/libzstd-jni.so;osname=Linux;processor=ppc64, linux/ppc64le/libzstd-jni.so;osname=Linux;processor=ppc64le, linux/i390/libzstd-jni.so;osname=Linux;processor=s390x, win/amd64/libzstd-jni.dll;osname=Win32;processor=amd64, win/x86/libzstd-jni.dll;osname=Win32;processor=x86
Bundle-SymbolicName: com.github.luben.zstd_jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.4.9.1
Created-By: 1.8.0_275 (Debian)
Export-Package: com.github.luben.zstd;version="1.4.9.1",com.github.luben.zstd.util;version="1.4.9.1"
Implementation-Title: zstd-jni
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Implementation-Version: 1.4.9-1
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: linux.amd64,linux.i386,linux.aarch64,linux.arm,linux.ppc64,linux.ppc64le,linux.mips64,linux.s390x,aix.ppc64,darwin.x86_64,darwin.aarch64,win.amd64,win.x86,freebsd.amd64,freebsd.i386
Require-Capability: osgi.ee;filter="(osgi.ee=JavaSE)(version=1.8)"
Specification-Title: zstd-jni
Specification-Vendor: com.github.luben
Specification-Version: 1.4.9-1
Tool: Bnd-4.0.0.201805111645

Found in path(s):
* /opt/cola/permits/1176808707_1624967190.04/0/zstd-jni-1-4-9-1-jar/META-INF/MANIFEST.MF

1.2451 ret 0.1.15

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1.2452 extglob 0.3.2

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1.2458 @babel/plugin-transform-regenerator

7.12.13

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1.2459 amqplib 0.5.2 0.5.2

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1.2460 curl 7.51.0

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1.2464 @babel/helper-remap-async-to-generator 7.13.0
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1.2465 asynckit 0.4.0

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1.2468 simple-odata-server 1.1.1

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1.2469 @babel/plugin-transform-async-to-generator 7.13.0

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1.2470 @babel/plugin-transform-new-target

7.12.13

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1.2471 drill-format-httpd 1.19.0

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1.2473 byte-buddy 1.9.3

1.2474 derby 10.14.1.0

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  analysis/common/src/java/net/sf/snowball
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were developed by Martin Porter and Richard Boulton.
The full snowball package is available from
  http://snowball.tartarus.org/

The KStem stemmer in
  analysis/common/src/org/apache/lucene/analysis/en
was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst)
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The Arabic, Persian, Romanian, Bulgarian, and Hindi analyzers (common) come with a default
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  analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,
  analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
  analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
  analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
  analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
  analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/es/SpanishMinimalStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianMinimalStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/it/ItalianMinimalStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
  analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt. See http://project.carrot2.org/license.html.

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1.2482 univocity-parsers 2.8.3

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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/common/record/RecordMetaData.java
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gz/uniVocity-univocity-parsers-a19fc0e/src/test/java/com/uniVocity/parsers/issues/github/Github_201.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/uniVocity-univocity-parsers-v2-8-3-0-gcaf1775-targ
gz/uniVocity-univocity-parsers-a19fc0e/src/test/java/com/uniVocity/parsers/issues/github/Github_100.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/uniVocity-univocity-parsers-v2-8-3-0-gcaf1775-targ
gz/uniVocity-univocity-parsers-a19fc0e/src/test/java/com/uniVocity/parsers/common/AbstractWriterTest.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/uniVocity-univocity-parsers-v2-8-3-0-gcaf1775-targ
gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/uniVocity/parsers/fixed/FixedWidthFields.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/uniVocity-univocity-parsers-v2-8-3-0-gcaf1775-targ
gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/uniVocity/parsers/common/RetryableErrorHandler.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/uniVocity-univocity-parsers-v2-8-3-0-gcaf1775-targ
gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/uniVocity/parsers/annotations/Copy.java
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-targ-
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-targ-
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1.2483 llvm 6.0-1ubuntu2~16.04.1

1.2483.1 Available under license:

; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
;
; Test that early if conversion produces LOCR with operands of the right
; register classes.

define void @autogen_SD4739(i8*) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
%L34 = load i8, i8* %0
%Cmp56 = icmp sgt i8 undef, %L34
br label %CF246

CF246:
; preds = %CF246, %BB
%Sl163 = select i1 %Cmp56, i8 %L34, i8 undef
br i1 undef, label %CF246, label %CF248

CF248:
; preds = %CF248, %CF246
store i8 %Sl163, i8* %0
br label %CF248
}
; NOTE: Assertions have been autogenerated by utils/update_llc_test_checks.py
; RUN: llc < %s -mtriple=x86_64-unknown-unknown -mattr=avx512vl,avx512bw,avx512dq,prefer-256-bit | FileCheck %s

; This file primarily contains tests for specific places in X86ISelLowering.cpp that needed be made aware of the
; legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
; CHECK-LABEL: add256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpadd (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vpadd 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%d = load <16 x i32>, <16 x i32>* %a
%e = load <16 x i32>, <16 x i32>* %b
%f = add <16 x i32> %d, %e
store <16 x i32> %f, <16 x i32>* %c
ret void
}

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: add512:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpadd (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%d = load <16 x i32>, <16 x i32>* %a
%e = load <16 x i32>, <16 x i32>* %b
%f = add <16 x i32> %d, %e
store <16 x i32> %f, <16 x i32>* %c
ret void
}

define void @avg_v64i8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {
; CHECK-LABEL: avg_v64i8_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vmovdqa (%rsi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rsi), %ymm1
; CHECK-NEXT: vpavgb (%rdi), %ymm0, %ymm0
; CHECK-NEXT: vpavgb 32(%rdi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqu %ymm1, (%rax)
; CHECK-NEXT: vmovdqu %ymm0, (%rax)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%1 = load <64 x i8>, <64 x i8>* %a
%2 = load <64 x i8>, <64 x i8>* %b
%3 = zext <64 x i8> %1 to <64 x i32>
%4 = zext <64 x i8> %2 to <64 x i32>
%5 = add nuw nsw <64 x i32> %3, %3.<i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
%6 = add nuw nsw <64 x i32> %5, %4
%7 = lshr <64 x i32> %6, %6.<i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1, i32 1>
%8 = trunc <64 x i32> %7 to <64 x i8>
store <64 x i8> %8, <64 x i8>* undef, align 4
ret void
define void @avg_v64i8_512(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: avg_v64i8_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT: vmovdqa64 (%rsi), %zmm0
    ; CHECK-NEXT: vpavgb (%rdi), %zmm0, %zmm0
    ; CHECK-NEXT: vmovdqu64 %zmm0, (%rax)
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq
    %1 = load <64 x i8>, <64 x i8>* %a
    %2 = load <64 x i8>, <64 x i8>* %b
    %3 = zext <64 x i8> %1 to <64 x i32>
    %4 = zext <64 x i8> %2 to <64 x i32>
    %5 = add nuw nsw <64 x i32> %3, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1, %i32 1>, %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
    store <64 x i8> %8, <64 x i8>* undef, align 4
    retq
}
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}
define void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="512" {
; CHECK-LABEL: pmaddwd_32_512:
; CHECK:    # %bb.0:
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT: vpmaddwd (%rsi), %zmm0, %zmm0
; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%A = load <32 x i16>, <32 x i16>* %APtr
%B = load <32 x i16>, <32 x i16>* %BPtr
%a = sext <32 x i16> %A to <32 x i32>
%b = sext <32 x i16> %B to <32 x i32>
%m = mul nsw <32 x i32> %a, %b
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
%ret = add <16 x i32> %odd, %even
store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}
define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="256" {
; CHECK-LABEL: psubus_64i8_max_256:
; CHECK:    # %bb.0:
; CHECK-NEXT: vmovdqa (%rdi), %ymm0
; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
; CHECK-NEXT: vpsubusb (%rsi), %ymm0, %ymm0
; CHECK-NEXT: vpsubusb 32(%rsi), %ymm1, %ymm1
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%x = load <64 x i8>, <64 x i8>* %xptr
%y = load <64 x i8>, <64 x i8>* %yptr
%cmp = icmp ult <64 x i8> %x, %y
%max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
%res = sub <64 x i8> %max, %y
store <64 x i8> %res, <64 x i8>* %zptr
define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: psubus_64i8_max_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
    ; CHECK-NEXT:    vpsubusb (%rsi), %zmm0, %zmm0
    ; CHECK-NEXT:    vmovdqa64 %zmm0, (%rdx)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: _Z9test_charPcS_i_256:
    ; CHECK:       # %bb.0: # %entry
    ; CHECK-NEXT:    movl %edx, %eax
    ; CHECK-NEXT:    vpxor %xmm0, %xmm0, %xmm0
    ; CHECK-NEXT:    xorl %ecx, %ecx
    ; CHECK-NEXT:    vpxor %xmm1, %xmm1, %xmm1
    ; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
    ; .p2align 4, 0x90
    ; .LBB8_1: # %vector.body
    ; CHECK-NEXT:    # =>This Inner Loop Header: Depth=1
    ; CHECK-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm3
    ; CHECK-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm4
    ; CHECK-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm5
    ; CHECK-NEXT:    vpmaddwd %ymm3, %ymm3, %ymm5, %ymm5
    ; CHECK-NEXT:    vpmaddwd %ymm1, %ymm1, %ymm1
    ; CHECK-NEXT:    vpmovsxbw 16(%rsi,%rcx), %ymm3
    ; CHECK-NEXT:    vpmaddwd %ymm2, %ymm2, %ymm2
    ; CHECK-NEXT:    addq $32, %rcx
    ; CHECK-NEXT:    cmpq %rcx, %rax
    ; CHECK-NEXT:    jne .LBB8_1
    ; CHECK-NEXT:    # %bb.2: # %middle.block
    ; CHECK-NEXT:    vpaddd %ymm0, %ymm1, %ymm2
    ; CHECK-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
    ; CHECK-NEXT:    addq $32, %rcx
    ; CHECK-NEXT:    cmpq %rcx, %rax
    ; CHECK-NEXT:    jne .LBB8_1
    ; CHECK-NEXT:    # %bb.3: # %final.block
    ; CHECK-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT:  vpadd %ymm1, %ymm0, %ymm0
; CHECK-NEXT:  vpshufd {{.*#+}} %xmm1 = %xmm0[2,3,0,1]
; CHECK-NEXT:  vpadd %ymm1, %ymm0, %ymm0
; CHECK-NEXT:  vpshufd {{.*#+}} %xmm1 = %xmm0[1,1,2,3]
; CHECK-NEXT:  vmovd %xmm0, %eax
; CHECK-NEXT:  vzeroupper
entry:
  %3 = zext i32 %2 to i64
br label %vector.body

vector.body:
  %index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
  %vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zero initializer, %entry ]
  %4 = getelementptr inbounds i8, i8* %0, i64 %index
  %5 = bitcast i8* %4 to <32 x i8>*
  %wide.load = load <32 x i8>, <32 x i8>* %5, align 1
  %6 = sext <32 x i8> %wide.load to <32 x i32>
  %7 = getelementptr inbounds i8, i8* %1, i64 %index
  %8 = bitcast i8* %7 to <32 x i8>*
  %wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
  %9 = sext <32 x i8> %wide.load14 to <32 x i32>
  %10 = mul nsw <32 x i32> %9, %6
  %11 = add nsw <32 x i32> %10, %vec.phi
  %index.next = add i64 %index, 32
  %12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
  %rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> %i32 16, 132 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="512" {
  ; CHECK-LABEL: _Z9test_charPcS_i_512:
  ; CHECK:       # %bb.0: # %entry
  ; CHECK-NEXT:    movl %edx, %eax
  ; CHECK-NEXT:    vpxor %xmm0, %xmm0, %xmm0
  ; CHECK-NEXT:    xorl %ecx, %ecx
  ; CHECK-NEXT:    vpxor %xmm1, %xmm1, %xmm1
  ; CHECK-NEXT:    .p2align 4, 0x90
  ; CHECK-NEXT:  .LBB9_1: # %vector.body
  ; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
  ; CHECK-NEXT:    vpmovsxbw (%rdi,%rcx), %zmm2
  ; CHECK-NEXT:    vpmovsxbw (%rsi,%rcx), %zmm3
  ; CHECK-NEXT:    vpmaddwd %zmm2, %zmm3, %zmm2
  ; CHECK-NEXT:    vpaddd %zmm1, %zmm2, %zmm1
  ; CHECK-NEXT:    addq $32, %rcx
  ; CHECK-NEXT:    cmpq %rcx, %rax
  ; CHECK-NEXT:    jne .LBB9_1
  ; CHECK-NEXT:  # %bb.2: # %middle.block
  ; CHECK-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
  ; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm1
  ; CHECK-NEXT:    vpaddd %zmm0, %zmm1, %zmm0
  ; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm1
  ; CHECK-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
  ; CHECK-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,0,1]
  ; CHECK-NEXT:    vpaddd %zmm1, %zmm0, %zmm0
  ; CHECK-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,2,3]
  ; CHECK-NEXT:    vpaddd %xmm1, %xmm0, %xmm0
  ; CHECK-NEXT:    vmovd %xmm0, %eax
  ; CHECK-NEXT:    vzeroupper
  ; CHECK-NEXT:    retq
  entry:
  %3 = zext i32 %2 to i64
  br label %vector.body

  vector.body:
@a = global [1024 x i8] zeroinitializer, align 16
@b = global [1024 x i8] zeroinitializer, align 16
define i32 @sad_16i8_256() "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sad_16i8_256:
    ; CHECK: # %bb.0: # %entry
    ; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
    ; CHECK-NEXT: movq $-1024, %rax # imm = 0xFF00
    ; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
    ; CHECK-NEXT: .p2align 4, 0x90
    ; CHECK-NEXT: .LBB10_1: # %vector.body
    ; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
    ; CHECK-NEXT: vmovdqu a+1024(%rax), %xmm2
    ; CHECK-NEXT: vpsadbw b+1024(%rax), %xmm2, %xmm2
    ; CHECK-NEXT: vpaddd %ymm1, %ymm2, %ymm1
    ; CHECK-NEXT: addq $4, %rax
    ; CHECK-NEXT: jne .LBB10_1
    ; CHECK-NEXT: # %bb.2: # %middle.block
    ; CHECK-NEXT: vpaddd %ymm0, %ymm1, %ymm0
    ; CHECK-NEXT: vextracti128 %ymm0, %ymm0, %ymm1
    ; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
    ; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[2,3,0,1]
    ; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
    ; CHECK-NEXT: vpshufd {{.*#+}} xmm1 = xmm0[1,1,2,3]
    ; CHECK-NEXT: vpaddd %xmm1, %xmm0, %xmm0
    ; CHECK-NEXT: vmovd %xmm0, %eax
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq

    entry:
    br label %vector.body
}

vector.body:
%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi <16 x i32> [ zeroinit, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
%8 = sub nsw <16 x i32> zeroinit, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
begin %middle.block, label %vector.body

middle.block:
%.lcssa = phi <16 x i32> [* %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}

define i32 @sad_16i8_512() "min-legal-vector-width"="512" {
; CHECK-LABEL: sad_16i8_512:
; CHECK: # %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB11_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %xmm1
; CHECK-NEXT: vpsadbw b+1024(%rax), %xmm1, %xmm1
; CHECK-NEXT: vpadd %zmm0, %zmm1, %zmm0
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB11_1
; CHECK-NEXT: # %bb.2: # %middle.block
; CHECK-NEXT: vextracti64x4 %y $1, %zmm0, %ymm1
; CHECK-NEXT: vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vextracti128 %y0 $1, %ymm0, %xmm1
; CHECK-NEXT: vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vpsufd {{.*#+}} %xmm1 = %xmm0[2,3,0,1]
; CHECK-NEXT: vpadd %zmm1, %zmm0, %zmm0
; CHECK-NEXT: vpsufd {{.*#+}} %xmm1 = %xmm0[1,1,2,3]
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
entry:
  br label %vector.body

vector.body:
  %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
  %vec.phi = phi <16 x i32> [ zeroinitialize, %entry ], [ %10, %vector.body ]
  %0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
  %1 = bitcast i8* %0 to <16 x i8>*
  %wide.load = load <16 x i8>, <16 x i8>* %1, align 4
  %2 = zext <16 x i8> %wide.load to <16 x i32>
  %3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
  %4 = bitcast i8* %3 to <16 x i8>*
  %wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
  %5 = zext <16 x i8> %wide.load1 to <16 x i32>
  %6 = sub nsw <16 x i32> %2, %5
  %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
  %8 = sub nsw <16 x i32> zeroinitializer, %6
  %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
  %10 = add nsw <16 x i32> %9, %vec.phi
  %index.next = add i64 %index, 4
  br i1 %11, label %middle.block, label %vector.body

middle.block:
  %.lcssa = phi <16 x i32> [ %10, %vector.body ]
  %rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
  %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
  %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
  %rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
  %12 = extractelement <16 x i32> %bin.rdx4, i32 0
  ret i32 %12
}

define void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: sbto16f32_256:
  ; CHECK:   # %bb.0:

define void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: sbto16f32_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:    vpmovm2d %k0, %zmm0
    ; CHECK-NEXT:    vcvtdq2ps %zmm0, %zmm0
    ; CHECK-NEXT:    vmovaps %zmm0, (%rdi)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}

define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sbto16f64_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:    kshiftrw $8, %k0, %k1
    ; CHECK-NEXT:    vpmovm2d %k1, %ymm0
    ; CHECK-NEXT:    vcvtdq2ps %ymm0, %ymm0
    ; CHECK-NEXT:    vpmovm2d %k0, %ymm1
    ; CHECK-NEXT:    vcvtdq2ps %ymm1, %ymm1
    ; CHECK-NEXT:    vmovaps %ymm1, (%rdi)
    ; CHECK-NEXT:    vmovaps %ymm0, 32(%rdi)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}
define void @sbtto16f64_512(<16 x i16> %a, <16 x double>* %res) { "min-legal-vector-width"="512" { 
; CHECK-LABEL: sbtto16f64_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: vpmovm2d %k0, %zmm0
; CHECK-NEXT: vcvtqd2pd %ymm0, %zmm1
; CHECK-NEXT: vextracti64x4 $1, %zmm0, %ymm0
; CHECK-NEXT: vcvtqd2pd %ymm0, %zmm0
; CHECK-NEXT: vmovaps %zmm0, 64(%rdi)
; CHECK-NEXT: vmovaps %zmm1, (%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

define void @ubtto16f32_512(<16 x i16> %a, <16 x float>* %res) { "min-legal-vector-width"="512" { 
; CHECK-LABEL: ubtto16f32_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtqd2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT: vcvtqd2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubtto16f32_256(<16 x i16> %a, <16 x float>* %res) { "min-legal-vector-width"="256" { 
; CHECK-LABEL: ubtto16f32_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vpmovw2m %ymm0, %k0
; CHECK-NEXT: kshiftrw $8, %k0, %k1
; CHECK-NEXT: vpmovm2d %k1, %ymm0
; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT: vcvtqd2ps %ymm0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm0
; CHECK-NEXT: vpmovm2d %k0, %ymm1
; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
; CHECK-NEXT: vcvtqd2ps %ymm1, %ymm1
; CHECK-NEXT: vmovaps %ymm1, (%rdi)
; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
; CHECK-NEXT: vzeroupper
; CHECK-NEXT: retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubtto16f32_512(<16 x i16> %a, <16 x float>* %res) { "min-legal-vector-width"="512" {
define void @ubto16f32_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" [ 
; CHECK-LABEL: ubto16f32_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:  vcvtdq2ps %zmm0, %zmm0
; CHECK-NEXT:  vmovaps %zmm0, (%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = uitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" [ 
; CHECK-LABEL: ubto16f64_256:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  kshiftrw $8, %k0, %k1
; CHECK-NEXT:  vpmovm2d %k1, %ymm0
; CHECK-NEXT:  vpsrld $31, %ymm0, %ymm0
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm1
; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0
; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm0
; CHECK-NEXT:  vpmovm2d %k0, %ymm2
; CHECK-NEXT:  vpsrld $31, %ymm2, %ymm2
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm3
; CHECK-NEXT:  vextracti128 $1, %ymm2, %xmm2
; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm2
; CHECK-NEXT:  vmovaps %ymm2, 32(%rdi)
; CHECK-NEXT:  vmovaps %ymm3, %ymm3
; CHECK-NEXT:  vmovaps %ymm0, 96(%rdi)
; CHECK-NEXT:  vmovaps %ymm1, 64(%rdi)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitialize
%1 = uitofp <16 x i1> %mask to <16 x double>
store <16 x double> %1, <16 x double>* %res
ret void
}

define void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" [ 
; CHECK-LABEL: ubto16f64_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vpmovw2m %ymm0, %k0
; CHECK-NEXT:  vpmovm2d %k0, %zmm0
; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0
; CHECK-NEXT:  vzeroupper
}
define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
; CHECK-LABEL: test_16f32toub_256:
; CHECK:
    # %bb.0:
    ; CHECK-NEXT:  vcvtps2dq (%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  vcvtps2dq 32(%rdi), %ymm1
; CHECK-NEXT:  vpslld $31, %ymm1, %ymm1
; CHECK-NEXT:  vpmovd2m %ymm1, %k1
; CHECK-NEXT:  kunpckbw %k0, %k1, %k1
; CHECK-NEXT:  vmovdq16 %ymm0, %ymm0 [%k1] {z}
    ; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

define <16 x i16> @test_16f32tohsb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32tohsb_512:
; CHECK:
    # %bb.0:
    ; CHECK-NEXT:  vcvtps2dq (%rdi), %zmm1
; CHECK-NEXT:  vpslld $31, %zmm1, %zmm1
; CHECK-NEXT:  vpmovd2m %zmm1, %k1
; CHECK-NEXT:  vmovdq16 %ymm0, %ymm0 [%k1] {z}
    ; CHECK-NEXT:  retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}
define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" { 
  ; CHECK-LABEL: test_16f32tosb_512:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
  ; CHECK-NEXT:    vpmovd2m %zmm1, %k1
  ; CHECK-NEXT:    vvcvttps2dq 32(%rdi), %zmm1
  ; CHECK-NEXT:    vpmovd2m %zmm1, %k1
  ; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
  ; CHECK-NEXT:    vmmovdqu16 %zmm0, %zmm0 {%k1} {z}
  ; CHECK-NEXT:    retq
  %a = load <16 x float>, <16 x float>* %ptr
  %mask = fptosi <16 x float> %a to <16 x i1>
  %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
  ret <16 x i16> %select
}

define void @mul256(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="256" { 
  ; CHECK-LABEL: mul256:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:    vmovdqa (%rdi), %ymm0
  ; CHECK-NEXT:    vmovdqa 32(%rsi), %ymm3
  ; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm4 = ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13],ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[31]
  ; CHECK-NEXT:    vpunpckhbw {{.*#+}} ymm5 = ymm0[8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]
  ; CHECK-NEXT:    vpmullw %ymm4, %ymm5, %ymm4
  ; CHECK-NEXT:    vpmullw %ymm4, %ymm5, %ymm4

; CHECK-NEXT:  vpunpcklbw {.*#} ymm2 = ymm2[0], ymm0[0], ymm2[1], ymm0[1], ymm2[2], ymm0[2], ymm2[3], ymm0[3], ymm2[4], ymm0[4], ymm2[5], ymm0[5], ymm2[6], ymm0[6], ymm2[7], ymm0[7], ymm2[16], ymm0[16], ymm2[17], ymm0[17], ymm2[18], ymm0[18], ymm2[19], ymm0[19], ymm2[20], ymm0[20], ymm2[21], ymm0[21], ymm2[22], ymm0[22], ymm2[23], ymm0[23]
; CHECK-NEXT:  vpunpcklbw {.*#} ymm3 = ymm3[0], ymm0[0], ymm3[1], ymm0[1], ymm3[2], ymm0[2], ymm3[3], ymm0[3], ymm3[4], ymm0[4], ymm3[5], ymm0[5], ymm3[6], ymm0[6], ymm3[7], ymm0[7], ymm3[16], ymm0[16], ymm3[17], ymm0[17], ymm3[18], ymm0[18], ymm3[19], ymm0[19], ymm3[20], ymm0[20], ymm3[21], ymm0[21], ymm3[22], ymm0[22], ymm3[23], ymm0[23]
; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq

%d = load <64 x i8>, <64 x i8>*, %a
%e = load <64 x i8>, <64 x i8>*, %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>*, %c
ret void
}

define void @mul512(<64 x i8>*, %a, <64 x i8>*, %b, <64 x i8>*, %c) "min-legal-vector-width"="512" {
; CHECK-LABEL: mul512:
; CHECK:  # %bb.0:
; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
; CHECK-NEXT:  vmovdqa64 (%rsi), %zmm1
; CHECK-NEXT:  vpunpckhbw {{.*#+}} zmm2 =
zmm1[8],zmm0[8],zmm1[9],zmm0[9],zmm1[10],zmm0[10],zmm1[11],zmm0[11],zmm1[12],zmm0[12],zmm1[13],
zmm0[13],zmm1[14],zmm0[14],zmm1[15],zmm0[15],zmm1[24],zmm0[24],zmm1[25],zmm0[25],zmm1[26],zmm0[26],
zmm1[27],zmm0[27],zmm1[28],zmm0[28],zmm1[29],zmm0[29],zmm1[30],zmm0[30],zmm1[31],zmm0[31],zmm1[40],
zmm0[40],zmm1[41],zmm0[41],zmm1[42],zmm0[42],zmm1[43],zmm0[43],zmm1[44],zmm0[44],zmm1[45],
zmm0[45],zmm1[46],zmm0[46],zmm1[47],zmm0[47],zmm1[56],zmm0[56],zmm1[57],zmm0[57],zmm1[58],zmm0[58],
zmm1[59],zmm0[59],zmm1[60],zmm0[60],zmm1[61],zmm0[61],zmm1[62],zmm0[62],zmm1[63],zmm0[63]

; CHECK-NEXT:  vpunpckhbw {{.*#+}} zmm3 =
zmm0[8,8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31,40,40,41,41,4

; CHECK-NEXT:  vpmullw %zmm2, %zmm3, %zmm2

; CHECK-NEXT:  vmovdqa64 {%zmm3} =

; CHECK-NEXT:  vpandq %zmm3, %zmm2, %zmm2

; CHECK-NEXT:  vpunpcklbw {{.*#+}} zmm1 =
zmm1[0],zmm0[0],zmm1[1],zmm0[1],zmm1[2],zmm0[2],zmm1[3],zmm0[3],zmm1[4],zmm0[4],zmm1[5],zmm0[5],
zmm1[6],zmm0[6],zmm1[7],zmm0[7],zmm1[16],zmm0[16],zmm1[17],zmm0[17],zmm1[18],zmm0[18],zmm1[19],
zmm0[19],zmm1[20],zmm0[20],zmm1[21],zmm0[21],zmm1[22],zmm0[22],zmm1[23],zmm0[23],zmm1[32],zmm0[32],
zmm1[33],zmm0[33],zmm1[34],zmm0[34],zmm1[35],zmm0[35],zmm1[36],zmm0[36],zmm1[37],zmm0[37],
zmm1[38],zmm0[38],zmm1[39],zmm0[39],zmm1[48],zmm0[48],zmm1[49],zmm0[49],zmm1[50],zmm0[50],zmm1[51],zmm0[51],zmm1[52],zmm0[52],zmm1[53],zmm0[53],zmm1[54],zmm0[54],zmm1[55],zmm0[55]

; CHECK-NEXT:  vpunpcklbw {{.*#+}} zmm0 =
zmm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23,32,32,33,33,34,34,35,35,36,3
6,37,37,38,38,39,39,48,48,49,49,50,50,51,51,52,52,53,53,54,54,55,55,55

; CHECK-NEXT:  vpmullw %zmm0, %zmm1, %zmm0

; CHECK-NEXT:  vpandq %zmm0, %zmm0, %zmm0

; CHECK-NEXT:  vpackuswb %zmm2, %zmm0, %zmm0

; CHECK-NEXT:  vmovdqa64 {%zmm0}, (%rdx)

; CHECK-NEXT:  vzeroupper

; CHECK-NEXT:  retq

%d = load <64 x i8>, <64 x i8>* %a
%e = load <64 x i8>, <64 x i8>* %b
%f = mul <64 x i8> %d, %e
store <64 x i8> %f, <64 x i8>* %c
ret void
}

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<td>&lt;none yet&gt;</td>
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</table>

; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=CHECK,VEC256,AVX
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC256,SKX256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512

define void @zext256() "min-legal-vector-width"="256" {
  ; VEC256-LABEL: 'zext256'
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
  
  ; VEC512-LABEL: 'zext256'
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @zext512() "min-legal-vector-width"="512" {
 ; AVX-LABEL: 'zext512'
 ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
 ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
 ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
 ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
 ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
 ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
 ;
 ; SKX256-LABEL: 'zext512'
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
 ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
 ;
 ; VEC512-LABEL: 'zext512'
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
 ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
 ;
%A = zext <8 x i16> undef to <8 x i64>
define void @sext256() "min-legal-vector-width"="256" {
  ; VEC256-LABEL: 'sext256'
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; VEC512-LABEL: 'sext256'
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; AVX-LABEL: 'sext512'
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

define void @sext512() "min-legal-vector-width"="512" {
  ; AVX-LABEL: 'sext512'}
; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; SKX256-LABEL: 'sext512'
; SKX256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'sext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
} $OpenBSD: COPYRIGHT,v 1.3 2003/06/02 20:18:36 millert Exp $
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; RUN: llc -march=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {
  entry:
  br i1 undef, label %while.end, label %while.body.lr.ph

  while.body.lr.ph:  ; preds = %entry
    br label %while.body

  while.body:  ; preds = %exit.2, %while.body.lr.ph
    %lsr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
    switch i32 undef, label %exit [ i32 1, label %sw.bb.i 
                              i32 2, label %sw.bb3.i
                          ]

  sw.bb.i:  ; preds = %while.body
    unreachable

  sw.bb3.i:  ; preds = %while.body
    unreachable

  exit:  ; preds = %while.body
    switch i32 undef, label %exit.2 [ i32 1, label %sw.bb.i17
                                       i32 2, label %sw.bb3.i20
                          ]

  sw.bb.i17:  ; preds = %exit
    %0 = bitcast %struct.0* %lsr.iv to i32*
    %1 = load i32, i32* %0, align 4
    unreachable

  sw.bb3.i20:  ; preds = %exit

%2 = bitcast %struct.0* %lsr.iv to i8**
%3 = load i8*, i8** %2, align 4
unreachable

exit.2: ; preds = %exit
%cegp22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1
br label %while.body

while.end: ; preds = %entry
ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
; CHECK-LABEL: test_sitofp_fixed:
; First, extend each i32 to i64
; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0
; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0
; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0
; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0
; CHECK-DAG: sshll.2d [[BLOCK0_LO:v[0-9]+]], v0, #0
; CHECK-DAG: sshll.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
; CHECK-DAG: sshll.2d [[BLOCK2_LO:v[0-9]+]], v2, #0
; CHECK-DAG: sshll.2d [[BLOCK3_LO:v[0-9]+]], v3, #0
; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]
; CHECK: ret
%flt = sitofp <16 x i32> %in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <16 x double> %res
}

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res
}
; RUN: opt %s -inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
  ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
  ret void
}

define internal void @innerNoAttribute() {
  ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
call void @innerLarge()
ret void
}

define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
call void @innerLarge()
ret void
}

define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
call void @innerSmall()
ret void
}

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
call void @innerNoAttribute()
ret void
}
; CHECK: define void @outerNoAttribute() {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[[C1:const[0-9]?]] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[[C3:const[0-9]?]] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[[C4:const[0-9]?]] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to i8*
; CHECK-NEXT:  %1 = load volatile i8, i8* %0
; CHECK-NEXT:  %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT:  %3 = load volatile i8, i8* %2
; CHECK-NEXT:  %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to i8*
; CHECK-NEXT:  %5 = load volatile i8, i8* %4
; CHECK-NEXT:  %6 = inttoptr i32 %[[C1]] to i8*
; CHECK-NEXT:  %7 = load volatile i8, i8* %6
; CHECK-NEXT:  %10 = inttoptr i32 %[[C4]] to i8*
; CHECK-NEXT:  store i8 %9, i8* %10
; CHECK-NEXT:  %[[M4:const_mat[0-9]?]] = add i32 %[[C4]], 31
; CHECK-NEXT:  %11 = inttoptr i32 %[[M4]] to i8*
; CHECK-NEXT:  store i8 %7, i8* %11
; CHECK-NEXT:  %12 = inttoptr i32 %[[C3]] to i8*
; CHECK-NEXT:  store i8 %5, i8* %12
; CHECK-NEXT:  %[[M5:const_mat[0-9]?]] = add i32 %[[C3]], 7
; CHECK-NEXT:  %13 = inttoptr i32 %[[M5]] to i8*
; CHECK-NEXT:  store i8 %3, i8* %13
; CHECK-NEXT:  %[[M6:const_mat[0-9]?]] = add i32 %[[C1]], 80
; CHECK-NEXT:  %14 = inttoptr i32 %[[M6]] to i8*
; CHECK-NEXT:  store i8* %14, i8** @goo

@goo = global i8* undef

define void @foo_i8() {

entry:
%0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)
%1 = load volatile i8, i8* inttoptr (i32 805874692 to i8*)
%2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)
%3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)
%4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)
store i8 %4, i8* inttoptr(i32 805873688 to i8*)
store i8 %3, i8* inttoptr(i32 805873719 to i8*)
store i8 %2, i8* inttoptr(i32 805873720 to i8*)
store i8 %1, i8* inttoptr(i32 805873727 to i8*)
store i8* inttoptr(i32 805874800 to i8*), i8** @goo
ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]?]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]?]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*
; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]?]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]?]] = add i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
; CHECK-NEXT: %5 = load volatile i16, i16* %4, align 2
; CHECK-NEXT: %[[M3:const_mat[0-9]?]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to i16*
; CHECK-NEXT: %7 = load volatile i16, i16* %6, align 2
; CHECK-NEXT: %8 = inttoptr i32 %[[C1]] to i16*
; CHECK-NEXT: %9 = load volatile i16, i16* %8, align 2
; CHECK-NEXT: %[[M4:const_mat[0-9]?]] = add i32 %[[C1]], 22
; CHECK-NEXT: %10 = inttoptr i32 %[[M4]] to i16*
; CHECK-NEXT: %11 = load volatile i16, i16* %10, align 2

define void @foo_i16() {
entry:
%0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
%1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
%2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
%3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
%4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
%5 = load volatile i16, i16* inttoptr (i32 805874774 to i16*), align 2
ret void
}

; Check that for i32 type, the maximum legal offset is 124.
; CHECK: foo_i32

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define void @foo_i32() {
entry:
%0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
%1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
%2 = load volatile i32, i32* inttoptr (i32 805874812 to i32*), align 4
%3 = load volatile i32, i32* inttoptr (i32 805874816 to i32*), align 4
%4 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
%5 = load volatile i32, i32* inttoptr (i32 805874828 to i32*), align 4
ret void
}

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; RUN: llc -mtriple=x86_64-linux-android -mattr=+mmx -enable-legalize-types-checking | FileCheck %s
; D31946
; Check that we dont end up with the "LLVM ERROR: Cannot select" error.
; Additionally ensure that the output code actually put fp128 values in SSE registers.

declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)

define fp128 @TestSelect(fp128 %a, fp128 %b) {
  %cmp = fcmp ogt fp128 %a, %b
  %sub = fsub fp128 %a, %b
  %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
  ret fp128 %res
}

define fp128 @TestFabs(fp128 %a) {
  %res = call fp128 @llvm.fabs.f128(fp128 %a)
  ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
  %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
  ret fp128 %res
}

define fp128 @TestFabs(fp128 %a) {
  %res = call fp128 @llvm.fabs.f128(fp128 %a)
  ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
  %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
  ret fp128 %res
}
define fp128 @TestFneg(fp128 %a) {
    %mul = fmul fp128 %a, %a
    %res = fsub fp128 0xL00000000000000008000000000000000, %mul
    ret fp128 %res
}

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1.2484 sprintf-js 1.0.3 1.0.3

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Eclipse

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

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

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

------

Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

-----

Apache

The following artifacts are ASL2 licensed.

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

-----

MortBay

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

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

-----

Mortbay
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.
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1.2490 locate-path 5.0.0
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1.2491 json3 3.3.2
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# JSON 3 #

![JSON 3 Logo](https://bestiejs.github.io/json3/page/logo.png)
**JSON 3** is a modern JSON implementation compatible with a variety of JavaScript platforms. The current version is **3.3.2**.

- [Development Version](http://cdnjs.cloudflare.com/ajax/libs/json3/3.3.2/json3.js) *(43 KB; uncompressed with comments)*
- [Production Version](http://cdnjs.cloudflare.com/ajax/libs/json3/3.3.2/json3.min.js) *(3.5 KB; compressed and `gzip`-ped)*
- [Change Log](https://bestiejs.github.io/json3/changes.html)

Special thanks to [cdnjs](http://cdnjs.com/libraries/json3/) and [jsDelivr](http://www.jsdelivr.com/#!json3) for hosting CDN copies of JSON 3.

[JSON](http://json.org/) is a language-independent data interchange format based on a loose subset of the JavaScript grammar. Originally popularized by [Douglas Crockford](http://www.crockford.com/), the format was standardized in the [fifth edition](http://es5.github.io/) of the ECMAScript specification. The 5.1 edition, ratified in June 2011, incorporates several modifications to the grammar pertaining to the serialization of dates.

JSON 3 exposes two functions: `stringify()` for serializing a JavaScript value to JSON, and `parse()` for producing a JavaScript value from a JSON source string. It is a **drop-in replacement** for [JSON 2](http://json.org/js). The functions behave exactly as described in the ECMAScript spec, **except** for the date serialization discrepancy noted below.

The JSON 3 parser does **not** use `eval` or regular expressions. This provides security and performance benefits in obsolete and mobile environments, where the margin is particularly significant. The complete [benchmark suite](http://jsperf.com/json3) is available on [jsPerf](http://jsperf.com/).

The project is [hosted on GitHub](http://git.io/json3), along with the [unit tests](http://bestiejs.github.io/json3/test/test_browser.html). It is part of the [BestieJS](https://github.com/bestiejs) family, a collection of best-in-class JavaScript libraries that promote cross-platform support, specification precedents, unit testing, and plenty of documentation.

# Changes from JSON 2 #

JSON 3

* Correctly serializes primitive wrapper objects.
* Throws a 'TypeError' when serializing cyclic structures (JSON 2 recurses until the call stack overflows).
* Utilizes **feature tests** to detect broken or incomplete *native* JSON implementations (JSON 2 only checks for the presence of the native functions). The tests are only executed once at runtime, so there is no additional performance cost when parsing or serializing values.

**As of v3.2.3**, JSON 3 is compatible with [Prototype](http://prototypejs.org) 1.6.1 and older.
In contrast to JSON 2, JSON 3 **does not**

* Add `toJSON()` methods to the `Boolean`, `Number`, and `String` prototypes. These are not part of any standard, and are made redundant by the design of the `stringify()` implementation.
* Add `toJSON()` or `toISOString()` methods to `Date.prototype`. See the note about date serialization below.

## Date Serialization

**JSON 3 deviates from the specification in one important way**: it does not define `Date#toISOString()` or `Date#toJSON()`. This preserves CommonJS compatibility and avoids polluting native prototypes. Instead, date serialization is performed internally by the `stringify()` implementation: if a date object does not define a custom `toJSON()` method, it is serialized as a [simplified ISO 8601 date-time string](http://es5.github.com/#x15.9.1.15).

**Several native `Date#toJSON()` implementations produce date time strings that do *not* conform to the grammar outlined in the spec**. For instance, all versions of Safari 4, as well as JSON 2, fail to serialize extended years correctly. Furthermore, JSON 2 and older implementations omit the milliseconds from the date-time string (optional in ES 5, but required in 5.1). Finally, in all versions of Safari 4 and 5, serializing an invalid date will produce the string `"Invalid Date"`, rather than `null`. Because these environments exhibit other serialization bugs, however, JSON 3 will override the native `stringify()` implementation.

Portions of the date serialization code are adapted from the [`date-shim`](https://github.com/Yaffle/date-shim) project.

## Usage

### Web Browsers

```
<script src="//cdnjs.cloudflare.com/ajax/libs/json3/3.3.2/json3.min.js"></script>
<script>
    JSON.stringify({"Hello":123});
    // => {'Hello': 123}
    JSON.parse("[[1, 2, 3], 1, 2, 3, 4]", function (key, value) {
        if (typeof value == "number") {
            value = value % 2 ? "Odd" : "Even";
        }
        return value;
    });
    // => [["Odd", "Even", "Odd"], "Odd", "Even", "Odd", "Even"]
</script>
```

**When used in a web browser**, JSON 3 exposes an additional `JSON3` object containing the `noConflict()` and `runInContext()` functions, as well as aliases to the `stringify()` and `parse()` functions.

### `noConflict` and `runInContext`

* `JSON3.noConflict()` restores the original value of the global `JSON` object and returns a reference to the `JSON3` object.
* `JSON3.runInContext([context, exports])` initializes JSON 3 using the given `context` object (e.g., `window`, `process` etc.).
`global`, etc.), or the global object if omitted. If an `exports` object is specified, the `stringify()`, `parse()`, and `runInContext()` functions will be attached to it instead of a new object.

### Asynchronous Module Loaders

JSON 3 is defined as an [anonymous module](https://github.com/amdjs/amdjs-api/wiki/AMD#define-function-) for compatibility with [RequireJS](http://requirejs.org/), [`curl.js`](https://github.com/cujojs/curl), and other asynchronous module loaders.

```html
<script src="https://cdnjs.cloudflare.com/ajax/libs/require.js/2.1.10/require.js"></script>
<script>
require({
  "paths": {
    "json3": "./path/to/json3"
  },
  "json3": function (JSON) {
    JSON.parse("[1, 2, 3]");
    // => [1, 2, 3]
  }
});
</script>
```

To avoid issues with third-party scripts, **JSON 3 is exported to the global scope even when used with a module loader**. If this behavior is undesired, `JSON3.noConflict()` can be used to restore the global `JSON` object to its original value.

**Note:** If you intend to use JSON3 alongside another module, **please do not simply concatenate these modules together**, as that would cause multiple `define` calls in one script, resulting in errors in AMD loaders. The `r.js` build optimizer can be used instead if you need a single compressed file for production.

## CommonJS Environments

```javascript
var JSON3 = require("./path/to/json3");
JSON3.parse([1, 2, 3]);
// => [1, 2, 3]
```

## JavaScript Engines

```javascript
load("path/to/json3.js");
JSON.stringify({"Hello": 123, "Good-bye": 456}, ["Hello"], "\t");
// => '{\n\t"Hello": 123\n}'
```

# Compatibility #

JSON 3 has been **tested** with the following web browsers, CommonJS environments, and JavaScript engines.

## Web Browsers

- Windows [Internet Explorer](http://windows.microsoft.com/en-us/internet-explorer/download-ie), version 6.0 and
higher
- Google [Chrome](http://www.google.com/chrome), version 19.0 and higher
- Mozilla [Firefox](https://www.mozilla.org/en-US/firefox/new/), version 2.0 and higher
- Apple [Safari](http://www.apple.com/safari/), version 3.0 and higher
- [Opera](http://www.opera.com/) 8.54 and higher
- [SeaMonkey](http://www.seamonkey-project.org/) 1.0 and higher

## CommonJS Environments

- [Node](http://nodejs.org/) 0.6.21 and higher
- [io.js](https://iojs.org/) 1.0.3 and higher
- [RingoJS](http://ringojs.org/) 0.9 and higher
- [Narwhal](https://github.com/280north/narwhal) 0.3.2

## JavaScript Engines

- Mozilla [Rhino](https://developer.mozilla.org/en-US/docs/Mozilla/Projects/Rhino) 1.7R3 and higher
- WebKit [JSC](https://trac.webkit.org/wiki/JSC)
- Google [V8](http://code.google.com/p/v8/)

## Known Incompatibilities

* Attempting to serialize the `arguments` object may produce inconsistent results across environments due to specification version differences. As a workaround, please convert the `arguments` object to an array first: `JSON.stringify([...].slice.call(arguments, 0))`.

## Required Native Methods

JSON 3 assumes that the following methods exist and function as described in the ECMAScript specification:

- The `Number`, `String`, `Array`, `Object`, `Date`, `SyntaxError`, and `TypeError` constructors.
- `String.fromCharCode`
- `Object#toString`
- `Object#hasOwnProperty`
- `Function#call`
- `Math.floor`
- `Number#toString`
- `Date#valueOf`
- `String.prototype`: `indexOf`, `charCodeAt`, `charAt`, `slice`, `replace`.
- `Array.prototype`: `push`, `pop`, `join`.

# Contribute #

Check out a working copy of the JSON 3 source code with [Git](http://git-scm.com):

```
$ git clone git://github.com/bestiejs/json3.git
$ cd json3
```
We ♥ bug reports, suggestions, questions, and pull requests! Please see our [contribution guidelines](https://bestiejs.github.io/json3/contribute.html) if you'd like to contribute.

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Found in path(s):
* /opt/cola/permits/1127086146_1611766309.78/0/fis-components-json3-3-3-2-0-g3cb2f1b-tar-gz/fis-components-json3-2b3d145/README.md

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#
org.apache.groovy.json.DefaultFastStringServiceFactory
```

Found in path(s):
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-jar/META-INF/services/org.apache.groovy.json.FastStringServiceFactory

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*/

Found in path(s):
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/ValueMap.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/ValueMapImpl.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/Sys.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/JsonParserLax.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/Dates.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/FastStringService.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/JsonTokenType.java
* /opt/cola/permits/1218308217_1634929155.36/0/groovy-json-3-0-8-sources-1-
  jar/org/apache/groovy/json/internal/CharScanner.java
1.2494 express 4.16.3 4.16.3

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* /opt/cola/permits/1120497655_1609977972.89/0/tephra-hbase-compat-1-0-0-6-0-sources-1-jar/co/cask/tephra/hbase10/Filters.java

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jar/co/cask/tephra/hbase10/TransactionAwareHTable.java
* /opt/cola/permits/1120497655_1609977972.89/0/tephra-hbase-compatible-1.0.0.6-0-sources-1-
jar/co/cask/tephra/hbase10/SecondaryIndexTable.java
* /opt/cola/permits/1120497655_1609977972.89/0/tephra-hbase-compatible-1.0.0.6-0-sources-1-
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1.2497 groovyjsr 3.0.8
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org.codehaus.groovy.jsr223.GroovyScriptEngineFactory

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1.2501 guava 22.0-android

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  jar/com/google/common/util/concurrent/InterruptibleTask.java
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  jar/com/google/common/collect/ConsumingQueueIterator.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/coll/UnmodifiableListIterator.java
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jar/com/google/common/graph/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/CharMatcher.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Bytes.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/internal/Finalizer.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Converter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Longs.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/InetAddresses.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Ints.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Stopwatch.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Booleans.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/SerializingExecutor.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/FluentIterable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Joiner.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/escape/Escaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/TrieParser.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
jar/com/google/common/io/MultiReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Shorts.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/AbstractCheckedFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/PercentEscaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Floats.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Chars.java
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/**
* Holder for extra methods of { @code Objects} only in web. Intended to be empty for regular
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/SortedMultisets.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/SortedMultiset.java
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  jar/com/google/common/reflect/Reflection.java
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 */

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Verify.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/VerifyException.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/Runnables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/hash/HashingInputStream.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/graph/AbstractGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/graph/ValueGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ImmutableMultisetGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/graph/ConfigurableValueGraph.java
*/
jar/com/google/common/collect/TreeRangeMap.java
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jar/com/google/common/collect/AbstractMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/RangeMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ForwardingBlockingDeque.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/DescendingMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/FilteredSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/FilteredKeySetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/FilteredMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/AllEqualOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/RegularImmutableAsList.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ImmutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/Graph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/TopKSelector.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/Graphs.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Equivalence.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Strings.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/annotations/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/annotations/Beta.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Ascii.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ContiguousSet.java

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jar/com/google/common/eventbus/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/ByteStreams.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/Closeables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Defaults.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/eventbus/EventBus.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/Interners.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Functions.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/package-info.java
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jar/com/google/common/base/Suppliers.java

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jar/com/google/common/collect/UnmodifiableIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableBiMap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/EnumBiMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/MapDifference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ListMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMapBasedMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMapEntry.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Multimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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jar/com/google/common/collection/ImmutableList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Iterables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/NullsLastOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Lists.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/AbstractCollection.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/AbstractMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/AbstractMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ByFunctionOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Sets.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Maps.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/HashMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Lists.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/AbstractBiMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/SortedSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingObject.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingMapEntry.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/Multisets.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ImmutableMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/LinkedHashSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingSortedList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ForwardingIterator.java
jar/com/google/common/collect/AbstractIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Multiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/SingletonImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractSetMultimap.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/ByteSink.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/RateLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/RegularImmutableList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/Quantiles.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/Dispatcher.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/MoreObjects.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
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 */
/*
 * Outer class that exists solely to let us write { @code Partially.GwtIncompatible } instead of plain
 * { @code GwtIncompatible }. This is more accurate for { @link Futures#catching }, which is available
 * under GWT but with a slightly different signature.
 *
 * We can't use { @code PartiallyGwtIncompatible } because then the GWT compiler wouldn't recognize
 * it as a { @code GwtIncompatible } annotation. And for { @code Futures.catching }, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */

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jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/CaseFormat.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/reflect/TypeToken.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/annotations/VisibleForTesting.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/io/PatternFilenameFilter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/escape/Platform.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/SparseImmutableTable.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/LoadingCache.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractStreamingHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/UnsignedInts.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/RemovalCause.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/RemovalCause.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ObjectCountLinkedHashMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ObjectCountHashMap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/EnumCountHashMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractObjectCountMap.java

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1.2502 swagger-core 1.5.0

1.2503 dropwizard-metrics-hadoop-metrics2-reporter 0.1.2

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1.2504 boolbase 1.0.0

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1.2508 babel-helper-regex 6.26.0 6.26.0
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1.2510 cache-api 1.0.0

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1.2512 jctools-core 3.1.0

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1.2515 espree 3.5.4

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1.2516 bouncy-castle 1.57

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1.2518 string-prototype-trimend 1.0.4

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1.2519 istanbul-lib-hook 3.0.0

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1.2523 babel-helper-define-map 6.26.0 6.26.0

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1.2526 string_decoder 1.0.3

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1.2527 request-promise 4.2.6

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1.2535 jetty-servlet 9.4.34.v20201102

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
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org.ow2.asm:asm-commons
org.ow2.asm:asm

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
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org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
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org.eclipse.jetty.toolchain:jetty-schemas
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* /opt/cola/permits/1110631596_1606854664.8/0/regenerator-runtime-0-11-1-3-tgz/package/runtime.js

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1.2556 node-promise 0.5.14

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The node-promise project provides a complete promise implementation. Promises provide a clean separation of concerns between asynchronous behavior and the interface so asynchronous functions can be called without callbacks, and callback interaction can be done on the generic promise interface. The node-promise package provides just a promise implementation, however, https://github.com/kriszyp/promised-io is recommended for more complete promise-based IO functionality. The promised-io includes the promise implementation from node-promise, as well as wrappers around Node's filesystem and other system I/O APIs for consistent promise-based interaction.

The node-promise module features a promise implementation with:

* Chainable promises
* Promises throw errors if an error handler is not provided
* CommonJS promise proposal [1] compliant
* Immutable once fulfilled to reduce possible side-effects
* Promises can be used securely (as separate resolver/promise pairs in opac situations)
* Backwards compatibility where possible (addCallback, addErrback, emitSuccess, and emitError should still behave as expected)

Utility functions, including:

* when() - Normalization of sync (normal values) and async (promises)
* all() - Create a promise that accumulate multiple concurrent promises (failed promises resolve to Error objects)
* allOrNone() - Ditto, but the first promise to fail causes the composition to fail as well
* first() - Find the first promise to be fulfilled in a group of promises
* seq() - Sequentially execute a set of promise returning functions
* delay() - Returns a promise that is fulfilled after a given amount of time
* execute() - Executes a function that takes a callback and returns a
promise (thank you Benjamin Thomas for providing this)

Much of this is adapted from Tyler Close's ref_send and Kris Kowal's work on promises.

Some quick examples from test-promise.js (again, it is recommended that you use http://github.com/kriszyp/promised-io for file and other I/O interaction):

```javascript
util = require('util');
var fs = require('./fs-promise');

// open a file and read it
fs.open("fs-promise.js", process.O_RDONLY).then(function(fd){
  return fs.read(fd, 4096);
}).then(function(args){
  util.puts(args[0]); // print the contents of the file
});

// does the same thing
fs.readFile("fs-promise.js").addCallback(util.puts);
```

A default Promise constructor can be used to create a self-resolving deferred.promise:

```javascript
var Promise = require("node-promise").Promise;
var promise = new Promise();
asyncOperation(function(){
  promise.resolve("successful result");
});
promise -> given to the consumer
```

A consumer can use the promise:

```javascript
promise.then(function(result){
  ... when the action is complete this is executed ...
},
function(error){
  ... executed when the promise fails
});
```

Alternately, a provider can create a deferred and resolve it when it completes an action. The deferred object a promise object that provides a separation of consumer and producer to protect promises from being fulfilled by untrusted code.

```javascript
var defer = require("node-promise").defer;
var deferred = defer();
asyncOperation(function(){
  deferred.resolve("successful result");
});
deferred.promise -> given to the consumer
```
Another way that a consumer can use promises:

```javascript
var when = require("node-promise").when;
when(promise, function(result){
    ... when the action is complete this is executed ...
},
function(error){
    ... executed when the promise fails
});
```

More examples:

```javascript
function printFirstAndLast(itemsDeferred){
    findFirst(itemsDeferred).then(util.puts);
    findLast(itemsDeferred).then(util.puts);
}
function findFirst(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[0];
    });
}
function findLast(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[items.length];
    });
}
```

And now you can do:

```javascript
printFirstAndLast(someAsyncFunction());
```

The workhorse function of this library is the "when" function, which provides a means for normalizing interaction with values and functions that may be a normal synchronous value, or may be a promise (asynchronously fulfilled). The when() function takes a value that may be a promise or a normal value for the first function, and when the value is ready executes the function provided as the second argument (immediately in the case of a non-promise normal value). The value returned from when() is the result of the execution of the provided function, and returns a promise if provided a promise or synchronously returns a normal value if provided a non-promise value. This makes it easy to "chain" computations together. This allows us to write code that is agnostic to sync/async interfaces:

```javascript
var when = require("node-promise").when;
function printFirstAndLast(items){
    // print the first and last item
    when(findFirst(items), util.puts);
    when(findLast(items), util.puts);
}
function findFirst(items){
    // return the first item
```
function findLast(items){
    // return the last item
    return when(items, function(items){
        return items[items.length - 1];
    });
}

Now we can do:

> printFirstAndLast([1,2,3,4,5]);
1
5

And we can also provide asynchronous promise:

    var promise = new process.Promise();
    > printFirstAndLast(promise);

    (nothing printed yet)

    > promise.emitSuccess([2,4,6,8,10]);
2
10

The "all" function is intended to provide a means for waiting for the completion of an array of promises. The "all" function should be passed an array of promises, and it returns an promise that is fulfilled once all the promises in the array are fulfilled. The returned promise's resolved value will be an array with the resolved values of all of the promises in the passed in array.

The "first" function is intended to provide a means for waiting for the completion of the first promise in an array of promises to be fulfilled. The "first" function should be passed an array of promises, and it returns an promise that is fulfilled once the first promise in the array is fulfilled. The returned promise's resolved value will be the resolved value of the first fulfilled promise.

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1.2558 to-array 0.1.4 0.1.4

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Manifest-Version: 1.0
Bnd-LastModified: 1595302282882
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Support for reading and writing CSV-encoded data via Jackson abstractions.
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-text
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson-dataformat-CSV
Bundle-SymbolicName: com.fasterxml.jackson.dataformat.jackson-dataformat-csv
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Implementation-Build-Date: 2020-07-21 03:31:04+0000
Implementation-Title: Jackson-dataformat-CSV
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.jackson.dataformat
Implementation-Version: 2.10.5
Import-Package: com.fasterxml.jackson.core;version="[2.10,3)";com.fasterxml.jackson.core.base;version="[2.10,3)";com.fasterxml.jackson.core.format;version="[2.10,3)";com.fasterxml.jackson.core.io;version="[2.10,3)";com.fasterxml.jackson.core.type;version="[2.10,3)";com.fasterxml.jackson.core.util;version="[2.10,3)";com.fasterxml.jackson.databind;version="[2.10,3)";com.fasterxml.jackson.databind.cfg;version="[2.10,3)";com.fasterxml.jackson.databind.introspect;version="[2.10,3)";com.fasterxml.jackson.databind.util;version="[2.10,3)";com.fasterxml.jackson.dataformat.csv
1.2562 minimist 1.2.0 1.2.0

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1.2570 hamcrest 1.3

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message
The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2586 aspectj-tools 1.8.13

1.2587 ajv 6.10.0

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1.2591 babel-plugin-syntax-top-level-await

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1.2601 commander 4.1.1

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= Commander

The complete solution for Ruby command-line executables. Commander bridges the gap between other terminal related libraries you know and love (OptionParser, HighLine), while providing many new features, and an elegant API.
== Features

* Easier than baking cookies
* Parses options using OptionParser
* Auto-populates struct with options ( no more { |v| options[:recursive] = v } )
* Auto-generates help documentation via pluggable help formatters
* Optional default command when none is present
* Global / Command level options
* Packaged with two help formatters (Terminal, TerminalCompact)
* Imports the highline gem for interacting with the terminal
* Adds additional user interaction functionality
* Highly customizable progress bar with intuitive, simple usage
* Multi-word command name support such as 'drupal module install MOD', rather than 'drupal module_install MOD'
* Sexy paging for long bodies of text
* Support for MacOS text-to-speech
* Command aliasing (very powerful, as both switches and arguments can be used)
* Growl notification support for MacOS
* Use the 'commander' executable to initialize a commander driven program

== Installation

$ gem install commander

== Quick Start

To generate a quick template for a commander app, run:

$ commander init yourfile.rb

== Example

For more option examples view the Commander::Command#option method. Also an important feature to note is that action may be a class to instantiate, as well as an object, specifying a method to call, so view the RDoc for more information.

    require 'rubygems'
    require 'commander/import'

    # :name is optional, otherwise uses the basename of this executable
    program :name, 'Foo Bar'
    program :version, '1.0.0'
    program :description, 'Stupid command that prints foo or bar.'

    command :foo do [c]
        c.syntax = 'foobar foo'
        c.description = 'Displays foo'
    end
c.action do |args, options|
  say 'foo'
end
end

command :bar do |c|
c.syntax = 'foobar bar [options]' 
c.description = 'Display bar with optional prefix and suffix'
c.option '--prefix STRING', String, 'Adds a prefix to bar'
c.option '--suffix STRING', String, 'Adds a suffix to bar'
c.action do |args, options|
  options.default :prefix => '(', :suffix => ')
  say "#{options.prefix}bar#{options.suffix}"'
end
end

$ foobar bar
# => (bar)

$ foobar bar --suffix '{' --prefix '}'
# => {bar}

== HighLine

As mentioned above the highline gem is imported into 'global scope', below are some quick examples for how to utilize highline in your command(s):

# Ask for password masked with '*' character
ask("Password: ") { |q| q.echo = "*" }

# Ask for password
ask("Password: ") { |q| q.echo = false }

# Ask if the user agrees (yes or no)
agree("Do something?")

# Asks on a single line (note the space after ':')
ask("Name: ")

# Asks with new line after "Description:"  
ask("Description:")

# Calls Date#parse to parse the date string passed
ask("Birthday? ", Date)

# Ensures Integer is within the range specified
ask("Age? ", Integer) { |q| q.in = 0..105 }
# Asks for a list of strings, converts to array
ask("Fav colors?", Array)

== HighLine & Interaction Additions

In addition to highline's fantastic choice of methods, commander adds the following methods to simplify common tasks:

# Ask for password
password

# Ask for password with specific message and mask character
password "Enter your password please;", '-'

# Ask for CLASS, which may be any valid class responding to #parse. Date, Time, Array, etc
names = ask_for_array 'Names: '
bday = ask_for_date 'Birthday?: '

# Simple progress bar (Commander::UI::ProgressBar)
uris = %w[
  http://vision-media.ca
  http://google.com
  http://yahoo.com
]
progress uris do |uri|
  res = open uri
  # Do something with response
end

# 'Log' action to stdout
log "create", "path/to/file.rb"

# Enable paging of output after this point
enable_paging

# Ask editor for input (EDITOR environment variable or whichever is available: TextMate, vim, vi, emacs, nano, pico)
ask_editor

# Ask editor, supplying initial text
ask_editor 'previous data to update'

# Ask editor, preferring a specific editor
ask_editor 'previous data', 'vim'

# Choose from an array of elements
choice = choose("Favorite language?", :ruby, :perl, :js)
# Alter IO for the duration of the block
io new_input, new_output do
  new_input_contents = $stdin.read
  puts new_input_contents # outputs to new_output stream
end
# $stdin / $stdout reset back to original streams

# Speech synthesis
speak 'What is your favorite food?'
food = ask 'favorite food?:'
speak "Wow, I like #{food} too. We have so much in common."

# Execute arbitrary applescript
applescript 'foo'

# Converse with speech recognition server
case converse 'What is the best food?', :cookies => 'Cookies', :unknown => 'Nothing'
  when :cookies
    speak 'o.m.g. you are awesome!'
  else
    case converse 'That is lame, shall I convince you cookies are the best?', :yes => 'Ok', :no => 'No', :maybe =>
      'Maybe another time'
      when :yes
        speak 'Well you see, cookies are just fantastic, they melt in your mouth.'
      else
        speak 'Ok then, bye.'
      end
  end
end

== Growl Notifications

Commander provides methods for displaying Growl notifications. To use these methods you need to install http://github.com/visionmedia/growl which utilizes the growlnotify[http://growl.info/extras.php#growlnotify] executable. Note that growl is auto-imported by Commander when available, no need to require.

# Display a generic Growl notification
notify 'Something happened'

# Display an 'info' status notification
notify_info 'You have #{emails.length} new email(s)'

# Display an 'ok' status notification
notify_ok 'Gems updated'

# Display a 'warning' status notification
notify_warning '1 gem failed installation'
# Display an 'error' status notification
notify_error "Gem #{name} failed"

growlnotify can also be installed via homebrew[http://mxcl.github.com/homebrew/]:

$ brew install growlnotify

== Commander Goodies

### Option Defaults

The options struct passed to #action provides a #default method, allowing you to set defaults in a clean manner for options which have not been set.

```ruby
command :foo do |c|
  c.option '--interval SECONDS', Integer, 'Interval in seconds'
  c.option '--timeout SECONDS', Integer, 'Timeout in seconds'
  c.action do [args, options]
    options.default [:interval => 2, :timeout => 60]
  end
end
```

### Command Aliasing

Aliases can be created using the #alias_command method like below:

```ruby
command :'install gem' do |c|
  c.action { puts 'foo' }
end
alias_command :'gem install', :'install gem'
```

Or more complicated aliases can be made, passing any arguments as if it was invoked via the command line:

```ruby
command :'install gem' do |c|
  c.syntax = 'install gem <name> [options]'[
  c.option '--dest DIR', String, 'Destination directory'
  c.action { |args, options| puts "installing #{args.first} to #{options.dest}" }
end
alias_command :update, :'install gem', 'rubygems', '--dest', 'some_path'
```

$ foo update
# => installing rubygems to some_path

### Command Defaults
Although working with a command executable framework provides many benefits over a single command implementation, sometimes you still want the ability to create a terse syntax for your command. With that in mind we may use #default_command to help with this. Considering our previous :'install gem' example:

```ruby
default_command :update

$ foo
# => installing rubygems to some_path
```

Keeping in mind that commander searches for the longest possible match when considering a command, so if you were to pass arguments to foo like below, expecting them to be passed to :update, this would be incorrect, and would end up calling :'install gem', so be careful that the users do not need to use command names within the arguments.

```ruby
$ foo install gem
# => installing to
```

### Additional Global Help

Arbitrary help can be added using the following #program symbol:

```ruby
program :help, 'Author', 'TJ Holowaychuk <tj@vision-media.ca>'
```

Which will output the rest of the help doc, along with:

```
AUTHOR:

TJ Holowaychuk <tj@vision-media.ca>
```

### Global Options

Although most switches will be at the command level, several are available by default at the global level, such as --version, and --help. Using #global_option you can add additional global options:

```ruby
global_option('-c', '--config FILE', 'Load config data for your commands to use') { |file| ... }
```

This method accepts the same syntax as Commander::Command#option so check it out for documentation.

All global options regardless of providing a block are accessible at the command level. This means that instead of the following:

```ruby
global_option('--verbose') { $verbose = true }
...
```

```ruby
c.action do |args, options|

```
say 'foo' if $verbose
...

You may:

global_option '--verbose'
...
c.action do [args, options]
say 'foo' if options.verbose
...

=== Formatters

Two core formatters are currently available, the default Terminal formatter as well as TerminalCompact. To utilize a different formatter simply use :help_formatter like below:

program :help_formatter, Commander::HelpFormatter::TerminalCompact

Or utilize the help formatter aliases:

program :help_formatter, :compact

This abstraction could be utilized to generate HTML documentation for your executable.

== Tips

When adding a global or command option, OptionParser implicitly adds a small switch even when not explicitly created, for example -c will be the same as --config in both examples, however `-c' will only appear in the documentation when explicitly assigning it.

global_option '-c', '--config FILE'
global_option '--config FILE'

== ASCII Tables

For feature rich ASCII tables for your terminal app check out visionmedia's terminal-table gem at http://github.com/visionmedia/terminal-table

+----------+-------+----+--------+-----------------------+
| Terminal | Table | Is | Wicked | Awesome               |
+----------+-------+----+--------+-----------------------+
|          |       |    |        | get it while its hot! |
+----------+-------+----+--------+-----------------------+

== Running Specifications

$ rake spec
OR

$ spec --color spec

== Contrib

Feel free to fork and request a pull, or submit a ticket
http://github.com/visionmedia/commander/issues

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1.2602 deep-eql 3.0.1

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1.2604 raw-body 2.3.2 2.3.2
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1.2605 drill-storage-http 1.19.0

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1.2613 call-bind 1.0.2 1.0.2

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1.2614 debug 2.6.9 2.6.9

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1.2620 snapdragon 0.8.2

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* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/LocalizableSupport.java
* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/LocaleGroup.java
* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/ExtendedLocalizable.java

1.2626 metrics-jvm 4.1.0

1.2627 okio 2.8.0
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* /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/jvmMain/okio/BufferedSink.kt
1.2628 *es6-weak-map 2.0.3*

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1.2629 *@babel/cli 7.13.14*

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1.2630 @babel/plugin-transform-destructuring 7.13.0

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1.2631 babel-plugin-transform-exponentiation-operator 6.24.1

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1.2635 babel-plugin-syntax-exponentiation-operator 6.13.0

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1.2642 json-schema 0.2.3

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 * JSONSchema Validator - Validates JavaScript objects using JSON Schemas
 *(http://www.json.com/json-schema-proposal/)
 *
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 *
 * To use the validator call the validate function with an instance object and an optional schema object.
 * If a schema is provided, it will be used to validate. If the instance object refers to a schema (self-validating),
 * that schema will be used to validate and the schema parameter is not necessary (if both exist,
 * both validations will occur).
 * The validate method will return an array of validation errors. If there are no errors, then an
 * empty list will be returned. A validation error will have two properties:
 * "property" which indicates which property had the error
 * "message" which indicates what the error was
 */

Found in path(s):
* /opt/cola/permits/1173677558_1623725378.39/0/kriszyp-json-schema-v0-2-3-0-g07ae2c6-1-tar-gz/kriszyp-json-schema-07ae2c6/lib/validate.js

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 * JSON Schema link handler
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 */

Found in path(s):
* /opt/cola/permits/1173677558_1623725378.39/0/kriszyp-json-schema-v0-2-3-0-g07ae2c6-1-tar-gz/kriszyp-json-schema-07ae2c6/lib/links.js

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schema-07ae2c6/README.md

1.2643 @babel/helper-optimise-call-expression 7.12.13

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1.2644 javax-ws-rs-api 2.0.1

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1.2645 optional-require 1.0.3 1.0.3

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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
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  Many optimizations in libsensors and sensors.
  Configuration file converter.
  Rewrite of sensors-detect.
  Support for multiple configuration files in libsensors.

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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0-4-sources-8-jar/joptsimple/UnconfiguredOptionException.java
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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0-4-sources-8-jar/joptsimple/internal/ConstructorInvokingValueConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/OptionArgumentConversionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/internal/Classes.java
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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/internal/Messages.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/ArgumentList.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/NonOptionArgumentSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/internal/AbbreviationMap.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/IllegalOptionSpecificationException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5.0.4-sources-8-jar/joptsimple/internal/Columns.java
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1.2669 core-js 3.9.1
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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/bootstrap/FailedChannel.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
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  jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/internal/package-info.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
  jar/io/netty/channel/InternalChannelUtils.java
* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-
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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its { @link ChannelPipeline}.
Sub-types

{@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its subtypes:

- {@link ChannelInboundHandler} to handle inbound I/O events, and
- {@link ChannelOutboundHandler} to handle outbound I/O operations.

Alternatively, the following adapter classes are provided for your convenience:

- {@link ChannelInboundHandlerAdapter} to handle inbound I/O events,
- {@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and
- {@link ChannelDuplexHandler} to handle both inbound and outbound events.

For more information, please refer to the documentation of each subtype.

The context object

A {@link ChannelHandlerContext} object. A {@link ChannelHandlerContext} is supposed to interact with the
{@link ChannelPipeline} it belongs to via a context object. Using the
context object, the {@link ChannelHandlerContext} can pass events upstream or
downstream, modify the pipeline dynamically, or store the information
(using {@link AttributeKey}s) which is specific to the handler.

State management

A {@link ChannelHandlerContext} often needs to store some stateful information.
The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private boolean loggedIn;

    @Override
    public void channelRead0(@link ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
        }
    }
}
```
```java
loggedIn = true;
}
else (message instanceof GetDataMessage) {
    if (loggedIn)
        ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
    } else {
        fail();
    }
}
...
}
</pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* 
* // Create a new handler instance per channel.
* // See [@link ChannelInitializer#initChannel(Channel)].
* public class DataServerInitializer extends [@link ChannelInitializer] {@link Channel}{
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", new DataServerHandler());
*     }
* }
* </pre>
* 
* <h4>Using [@link AttributeKey]s</h4>
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use [@link AttributeKey]s which is provided by
* [{@link ChannelHandlerContext}]:
* 
* public interface Message {
*     // your methods here
* }
* 
* [{@code @Sharable}]
* public class DataServerHandler extends [@link SimpleChannelInboundHandler] Message {
*     private final [@link AttributeKey] Boolean auth =
*         AttributeKey.valueOf("auth");
*     
*     [{@code @Override}]
*     public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*         {[@link Attribute] Boolean attr = ctx.attr(auth);
*         if (message instanceof LoginMessage) {
```
authenticate((LoginMessage) o);
<b>attr.set(true)</b>;
} else (message instanceof GetDataMessage) {
  if (<b>Boolean.TRUE.equals(attr.get())</b>) {
    ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
  } else {
    fail();
  }
}
...

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

    public class DataServerInitializer extends @link ChannelInitializer<@link Channel> {

        private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();

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

The @code @Sharable annotation

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

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

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

This annotation is provided for documentation purpose, just like the JCIP annotations.

Additional resources worth reading

Please refer to the @link ChannelHandler, and
* { @link ChannelPipeline } to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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* /opt/ws_local/PERMITS_SQL/1072871146_1595214703.66/0/netty-transport-4-1-42-final-sources-1-jar/io/netty/channel/ReflectiveChannelFactory.java
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 *
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1.2692 websocket-common 9.4.17.v20190418

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  * org.eclipse.jetty.orbit:javax.security.auth.message

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  * org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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Oracle OpenJDK

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  * java.sun.security.ssl

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

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

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Apache

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

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

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

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* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/misc/IntegerList.java
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* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/tree/XPathRuleAnywhereElement.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/tree/xpath/XPathRuleAnywhereElement.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/tree/xpath/XPathRuleAnywhereElement.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/tree/xpath/XPathRuleAnywhereElement.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4.9-sources-jar/antlr4-runtime/tree/xpath/XPathRuleAnywhereElement.java
jar/org/antlr/v4/runtime/aten/RangeTransition.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/misc/Triple.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/aten/ATNType.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/tree/ErrorNodeImpl.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/tree/pattern/TokenTagToken.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/TokenStreamRewriter.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/aten/AbstractPredicateTransition.java
* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/org/antlr/v4/runtime/aten/EmptyPredictionContext.java

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* /opt/cola/permits/1154413561_1618841561.55/0/antlr4-runtime-4-9-sources-jar/META-INF/maven/org.antlr/antlr4-runtime/pom.xml

1.2704 jsreport-sample-template 2.6.1
1.2704.1 Available under license :

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1.2706 json-schema-ref-parser 6.1.0 6.1.0

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1.2707 babel-plugin-transform-es2015-arrow-functions 6.22.0

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1.2708 parquet-avro 1.12.0

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2711 isorelax 20090621

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1.2713 jheaps 0.9

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1.2714 commons-text 1.6

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1.2719 escape-string-regexp 1.0.5 1.0.5

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1.2720 sqlite-jdbc 3.30.1

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1.2736 to-object-path 0.3.0

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1.2742 hbase-zookeeper 2.4.2

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1.2748 babel-helper-function-name 6.24.1
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1.2749 jsreport-chrome-pdf 1.10.0

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1.2751 jetty-util 9.4.34.v20201102

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* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.taglibs:taglibs-standard-spec
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org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
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org.apache.tomcat:tomcat-el-api

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2752 archy 1.0.0

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

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

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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document-open.png
document-print.png
et-find.png
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go-previous.png
icon-general.png(originally preferences-desktop.png)
icon-language.png(originally preferences-desktop-locale.png)
icon-network.png(originally applications-internet.png)
icon-security.png(originally dialog-warning.png)
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media-playback-pause.png
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<thead>
<tr>
<th>File</th>
<th>Original filename</th>
</tr>
</thead>
<tbody>
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<td>zoom-in.png</td>
<td>viewmag+.png</td>
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<tr>
<td>zoom-out.png</td>
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## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c:=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc:=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic
## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcreldir)/%.c  
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<  
%.o: $(srcreldir)/%.c  
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<  
%.$(STATIC_O): $(srcreldir)/%.cpp  
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<  
%.o: $(srcreldir)/%.cpp  
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcreldir)/%.c  
@echo "generating dependency information for $<"  
@s$(SHELL) -ec "$(GEN_DEPS.c) $< \  
| sed \"s/(\%\*\*)\(.\)\([0-9]*\)\(.*\)/\1\$@ : /g\" > $@; \  
| -s $@ ] || rm -f $@"

%.d: $(srcreldir)/%.cpp  
@echo "generating dependency information for $<"  
@s$(SHELL) -ec "$(GEN_DEPS.cc) $< \  
| sed \"s/(\%\*\*)\(.\)\([0-9]*\)\(.*\)/\1\$@ : /g\" > $@; \  
| -s $@ ] || rm -f $@"

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

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

## Bind internal references

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

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

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
1.2785 is-installed-globally 0.3.2

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

Written by:    Philip Hazel
Email local part: ph10
Email domain:    cam.ac.uk

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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1.2806 cliui 5.0.0

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1.2810 shebang-regex 3.0.0

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* /opt/cola/permits/1202446833_1631568401.51/0/protostuff-json-1-7-1-sources-jar/io/protostuff/SmileIOUtil.java
* /opt/cola/permits/1202446833_1631568401.51/0/protostuff-json-1-7-1-sources-jar/io/protostuff/JsonXOutput.java
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1.2813 jackson-annotations 2.10.5

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#
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#
# $Id: org.apache.batik.ext.awt.image.spi.RegistryEntry 1790950 2017-04-11 10:54:26Z ssteiner $
# -----------------------------------------------------------------------------

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#
# This file registers PNG and JPEG writer classes.
#
# $Id: org.apache.batik.ext.awt.image.spi.ImageWriter 1733416 2016-03-03 07:07:13Z gadams $
# -------------------------

# NOTE: the "codec" package is deprecated, there entries are kept here for compatibility with older JVM versions
# (uses "sun.image", which is only supported in Sun Java implementations and was retired in JDK 7)
# org.apache.batik.ext.awt.image.codec.png.PNGImageWriter

org.apache.batik.ext.awt.image.codec.imageio.ImageIOPNGImageWriter
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1.2847 netty-tcnative 2.0.1.Final

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Manifest-Version: 1.0
Bundle-Description: A Mavenized fork of Tomcat Native which incorporates various patches. This artifact is dynamically linked to OpenSSL and Apache APR.
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Bundle-SymbolicName: io.netty.tcnative
Archiver-Version: Plexus Archiver
Built-By: norman
Bnd-LastModified: 1492498771597
Bundle-ManifestVersion: 2
Bundle-DocURL: http://netty.io/
Bundle-Vendor: The Netty Project
Tool: Bnd-2.1.0.20130426-122213
Export-Package: io.netty.internal.tcnative;version="2.0.1.Final"
Bundle-Name: Netty/TomcatNative [OpenSSL - Dynamic]
Bundle-Version: 2.0.1.Final
Bundle-NativeCode: META-INF/native/libnetty-tcnative.jnilib;osname=macos;osname=macosx;;processor=x86_64
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_121

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* /opt/cola/permits/1202446267_1631568188.82/0/netty-tcnative-2-0-1-final-sources.jar/io/netty/internal/tcnative/SSLContext.java
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1.2848 is-obj 2.0.0

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1.2849 curvesapi 1.06

1.2850 picomatch 2.2.2

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1.2852 regjsparser 0.1.5 0.1.5
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1.2854 zlib 1.2.8

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   version 1.2.11, January 15th, 2017

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* /opt/cola/permits/1218316510_1634924928.45/0/groovy-nio-3-0-8-sources-jar/org/apache/groovy/nio/extensions/NioExtensions.java
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1.2861 swagger-converter 1.5.1 1.5.1

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limitations under the License.
#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#define BOOST_CONFIG_HPP
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
# pragma once
#endif

#include <boost/intrusive/detail/config_begin.hpp>
#include <cstddef>
namespace boost {
namespace intrusive {
namespace detail {

template <typename T, typename U>
struct is_same

namespace boost {
namespace intrusive {
namespace detail {

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//    http://www.boost.org/LICENSE_1_0.txt)

#include <boost/intrusive/detail/config_begin.hpp>
#include <cstddef>
namespace boost {
namespace intrusive {
namespace detail {

template <typename T, typename U>
struct is_same
{  
    static const bool value = false;
};

template<typename T>
struct is_same<T, T>
{
    static const bool value = true;
};

template<typename T>
struct add_const
{  
    typedef const T type;
};

template<typename T>
struct remove_const
{  
    typedef T type;
};

template<typename T>
struct remove_const<const T>
{  
    typedef T type;
};

template<typename T>
struct remove_cv
{  
    typedef T type;
};

template<typename T>
struct remove_cv<const T>
{  
    typedef T type;
};

template<typename T>
struct remove_cv<const volatile T>
{  
    typedef T type;
};

template<typename T>
struct remove_cv<volatile T>
{  
    typedef T type;
};

template<class T>
struct remove_reference
{  
    typedef T type;
};

template<class T>
struct remove_reference<T&>
{  
    typedef T type;
};
template<class T>
struct remove_pointer
{
    typedef T type;
};

template<class T>
struct remove_pointer<T*>
{
    typedef T type;
};

template<class T>
struct add_pointer
{
    typedef T *type;
};

typedef char one;
struct two {one _[2];};

template<bool C_>
struct bool_
{
    static const bool value = C_;
};

template<class Integer, Integer Value>
struct integer
{
    static const Integer value = Value;
};

typedef bool_<true>        true_;
typedef bool_<false>       false_;

typedef true_  true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template<class F, class Param>
struct apply {
    typedef typename F::template apply<Param>::type type;
};

#if defined(_MSC_VER) && (_MSC_VER >= 1400)

template <class T, class U>
struct is_convertible {
    static const bool value = __is_convertible_to(T, U);
};
#else

template <class T, class U>
class is_convertible {
    typedef char true_t;
    class false_t { char dummy[2]; };
    //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t  dispatch(U);
    static typename remove_reference<T>::type &trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};
#endif

template<bool C, typename T1, typename T2>
struct if_c
typedef T1 type;
};

template<
    typename T1
 , typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename C
 , typename T1
, typename T2
>
struct if_
{
    typedef typename if_c<0 != C::value, T1, T2>::type type;
};

template<
    bool C
 , typename F1
, typename F2
>
struct eval_if_c
 : if_c<C,F1,F2>::type
{
};

template<
    typename C
 , typename T1
, typename T2
>
struct eval_if
 : if_<C,T1,T2>::type
{
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
    typedef T type;
};
template<class T, bool Add>
struct add_const_if_c
{
    typedef typename if_c
        < Add
        , typename add_const<T>::type
        , T
        >::type type;
};

//boost::alignment_of yields to 10K lines of preprocessed code, so we
//need an alternative

template <typename T> struct alignment_of;


template <typename T>
struct alignment_of_hack
{
    char c;
    T t;
    alignment_of_hack();
};

template <unsigned A, unsigned S>
struct alignment_logic
{
    static const std::size_t value = A < S ? A : S;
};

template< typename T >
struct alignment_of
{
    static const std::size_t value = alignment_logic
        < sizeof(alignment_of_hack<T>) - sizeof(T)
        , sizeof(T)
        >::value;
};

template<class Class>
class is_empty_class
{
    template <typename T>
    struct empty_helper_t1 : public T
    {
        empty_helper_t1();
        int i[256];
    };
}
struct empty_helper_t2
{ int i[256]; }; public:
static const bool value = sizeof(empty_helper_t1<Class>) == sizeof(empty_helper_t2);
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <typename T> struct unvoid_ref { typedef T &type; }

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)     
    template <typename T, typename DefaultType>                    
    struct boost_intrusive_default_type_ ## TNAME                  
    {
        template <typename X>                                       
        static char test(int, typename X::TNAME*);                  
        template <typename X>                                       
        static int test(...);                                       
        struct DefaultWrap { typedef DefaultType TNAME; };          
        static const bool value = (1 == sizeof(test<T>(0, 0)));     
        typedef typename                                            
            ::boost::intrusive::detail::if_c                         
            <value, T, DefaultWrap>::TNAME type;            
    }
```c
//
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL) \
    typename INSTANTIATION_NS_PREFIX \
    boost_intrusive_default_type_## TNAME< T, TIMPL >::type \
//
#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)\
    template <typename T, typename DefaultType>\
    struct boost_intrusive_eval_default_type_## TNAME \
    {\
        template <typename X>\
        static char test(int, typename X::TNAME*); \
        \
        template <typename X>\
        static int test(...); \
        \
        struct DefaultWrap \
        {\
            typedef typename DefaultType::type TNAME; \
        }; \
        \
        static const bool value = (1 == sizeof(test<T>(0, 0))); \
        \
        typedef typename \
        ::boost::intrusive::detail::eval_if_c \
        < value \
        , ::boost::intrusive::detail::identity<T> \
        , ::boost::intrusive::detail::identity<DefaultWrap> \
        >::type::TNAME type; \
    }; \
//
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)\
    typename INSTANTIATION_NS_PREFIX \
    boost_intrusive_eval_default_type_## TNAME< T, TIMPL >::type \
//
#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND)\
    template <class T>\
    struct TRAITS_PREFIX##_bool \
    {\
        template<bool Add>\
        struct two_or_three {one _[2 + Add];}; \
        template <class U> static one test(...); \
        template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int); \
        static const std::size_t value = sizeof(test<T>(0)); \
    };
```

---

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template <class T>
struct TRAITS_PREFIX##_bool_is_true
{
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(one)*2;
};

//
#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
    template <typename U, typename Signature> \
    class TRAITS_NAME \
    { \
    private: \
    template<Signature> struct helper; \
    template<typename T> \
    static ::boost::intrusive::detail::yes_type check(helper<&T::FUNC_NAME>*); \
    template<typename T> static ::boost::intrusive::detail::no_type check(...); \
    public: \
    static const bool value = sizeof(check<U>(0)) == sizeof(::boost::intrusive::detail::yes_type); \
    }; \

//
#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \
    template <typename Type> \
    struct TRAITS_NAME \
    { \
    struct BaseMixin \
    { \
        void FUNC_NAME(); \
    }; \
    struct Base : public Type, public BaseMixin { Base(); }; \
    template <typename T, T t> class Helper{}; \
    template <typename U> \
    static ::boost::intrusive::detail::no_type  check(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0); \
    static ::boost::intrusive::detail::yes_type check(...); \
    static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(check((Base*)(0))); \
    }; \

//
#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME, FUNC_NAME) \
BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME) \

//
template <typename T>
inline T* addressof(T& obj)
{
    return static_cast<T*>(static_cast<void*>(
        reinterpret_cast<const char&>(obj)));
}

} //namespace detail
} //namespace intrusive
} //namespace boost

#include <boost/intrusive/detail/config_end.hpp>

<html>
All the value based traits in this library conform to MPL's requirements for
an Integral Constant type: that includes a number of rather intrusive workarounds
for broken compilers.

Purely as an implementation detail, this means that <code class="computeroutput">true_type</code>
inherits from <code class="computeroutput">boost::mpl::true_</code>,
<code class="computeroutput">false_type</code>
inherits from <code class="computeroutput">boost::mpl::false_</code>,
and <code class="computeroutput">integral_constant</code> (provided <code class="computeroutput">T</code> is not <code class="computeroutput">bool</code>)
inherits from <code class="computeroutput">boost::mpl::integral_c</code>.

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Watanabe.

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#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic
def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
               universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')
def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            key = (start, author)
            yield key, line
        return map(itemgetter(1), sorted(f()))
def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
names = []
lines = []
with open(filename, 'r') as f:
    content = list(f)
for i, line in enumerate(content[:15]):
    m = re.match(r'^\W*(\(<P?><prefix>\W*)(?c)\)?\s*?copyright\s*\((?c)\)?\s+s+\d\[4\]\((?c)\)?\s+s+\((?P<name>.+?)\)\s*\(('?P<year>\d+)?\)' line, re.IGNORECASE)
    if m:
        d = m.groupdict()
        prefix.add(d['prefix'])
        lines.append(i)
        names.append(d['name'].strip())
if len(prefix) != 1:
    print 'Not found:', filename
    return
prefix = list(prefix)[0]

print filename
new = iter(new_copyright(filename, names))
with open(filename, 'w') as f:
    for i, line in enumerate(content):
        if i in lines:
            for repl in new:
                print >>f, prefix + repl
        else:
            print >>f, line,
pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename
for f in all_files():
    fix_copyright(f)
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?
<?xml version="1.0" encoding="utf-8"?>

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-->

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#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#ifndef BOOST_CONFIG_HPP
#include <boost/config.hpp>
#endif
#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif
#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <cstdlib>
namespace boost {
    namespace container {
        namespace container_detail {
            template <class T, T val>
            struct integral_constant
            {
                static const T value = val;
                typedef integral_constant<T,val> type;
            };

            template< bool C_ >
            struct bool_: integral_constant<bool, C_>
            {
                static const bool value = C_;    
                operator bool() const { return bool_::value; }    
            };

            template< unsigned V_ >
            struct unsigned_: integral_constant<unsigned, V_>
            {
                static const unsigned value = V_;   
                operator unsigned() const { return unsigned_::value; }   
            };

            typedef bool_<true> true_;
            typedef bool_<false> false_;

            typedef true_ true_type;
            typedef false_ false_type;

            typedef char yes_type;
            struct no_type
            {
            
        }
char padding[8];
;

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};  

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};  

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {}; 

template <bool B, class T = void>
struct disable_if_c : public enable_if_c<!B, T> {};  

#if defined(_MSC_VER) && (_MSC_VER >= 1400)

template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};

#else

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; };  
    //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t  dispatch(U);
    static T &trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

template<
    bool C
}
struct if_<
    typename T1
    , typename T2
    >
struct if_<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
    , typename T2
    , typename T3
    >
struct if_<
{
    typedef typename if_<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
{
    typedef Pair argument_type;
    typedef typename Pair::first_type result_type;

template<class OtherPair>
const typename Pair::first_type& operator()(const OtherPair& x) const
{  return x.first;  }

const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
{  return x;  }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
    typedef T argument_type;
    typedef T result_type;

typedef T type;
const T& operator()(const T& x) const
{
    return x;
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <std::size_t OrigSize, std::size_t RoundTo>
struct ct_rounded_size
{
    static const std::size_t value = ((OrigSize-1)/RoundTo+1)*RoundTo;
};

template <typename T> struct unvoid { typedef T type; };
template <> struct unvoid<void> { struct type { }; };
template <> struct unvoid<const void> { struct type { }; };

} //namespace container_detail {
} //namespace container {
} //namespace boost {

#include <boost/container/detail/config_end.hpp>
#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

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

HISTORY -

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

Some other contributors:

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

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

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//
/////////////////////////////////////////////////////////////////////////

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#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <cstdlib>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant {
  static const T value = val;
  typedef integral_constant<T,val> type;

}}
}
}}

#include <cstdlib>

namespace boost {
namespace interprocess {
namespace ipcdetail {

template <class T, T val>
struct integral_constant {
  static const T value = val;
  typedef integral_constant<T,val> type;

}}
}
}}

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template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_;
};

typedef bool_<true> true_;
typedef bool_<false> false_;
typedef true_ true_type;
typedef false_ false_type;
typedef char yes_type;
struct no_type
{
    char padding[8];
};
template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};
template <class T>
struct enable_if_c<false, T> {};
template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};
template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};
template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; };  
    static true_t dispatch(U);
    static false_t dispatch(...);
    static T trigger();  
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};
template<
    bool C
template<
    typename T1
    , typename T2
>
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
    , typename T2
    , typename T3
>
struct if_
{
    typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
//   : public std::unary_function<Pair, typename Pair::first_type>
{
    template<class OtherPair>
    const typename Pair::first_type& operator()(const OtherPair& x) const
    {  return x.first;   }

    const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
    {  return x;   }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
//   : public std::unary_function<T,T>
{
    typedef T type;
    const T& operator()(const T& x) const
    { return x;  }
template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

} //namespace ipcdetail {
} //namespace interprocess {
} //namespace boost {

#endif   //#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP

[section:mpl MPL Interoperability]

All the value based traits in this library conform to MPL's requirements
for an [../../../../libs/mpl/doc/refmanual/integral-constant.html Integral Constant type]: that includes a number of
rather intrusive
workarounds for broken compilers.

Purely as an implementation detail, this
means that `__true_type` inherits from [../../../../libs/mpl/doc/refmanual/bool.html boost::mpl::true_],
`__false_type` inherits
from [../../../../libs/mpl/doc/refmanual/bool.html boost::mpl::false_], and `__integral_constant<T, v>` inherits from
[../../../../libs/mpl/doc/refmanual/integral-c.html boost::mpl::integral_c<T,v>`) (provided `T` is not `bool`)

[endsect]
Open Source Used In DNAC Platform Antelope 11152
split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href="" << (p.root / p.file).string() << ">
" << p.file.string() << "</a>";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        msg += " for output.");
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }
    os << "<!DOCTYPE HTML PUBLIC ">
" << W3C/ DTD HTML 4.0 Transitional/ EN" >> "\n" << "<html>
" << "<head>
" << "<title>Boost Licence Dependency Information"; 
    if(m_module_list.size() == 1)
    {
        os << " for " << *(m_module_list.begin());
    }
os <<
"</title>\n"
"</head>\n"
"<body>\n"
"<H1>Boost Licence Dependency Information</H1>
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os <<
"</H1>\n"
"<H2>Contents</h2>
"<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
    os << " <a href="#summary">Licence Summary</a> <a href="#details">Licence Details</a> <a href="#files">Files with no recognised license</a> <a href="#authors">Files with no recognised copyright holder</a> <a href="#depend">File Dependency Information</a>
if(!m_bsl_summary_mode)
{
    os <<
"Moving to the Boost Software License...\n"
    " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a> <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a> <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a> <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a> <a href="#copyright">Copyright Holder Information</a>
}

os <<
"Files with no recognised license</a> <a href="#authors">Files with no recognised copyright holder</a>;
if(!m_bsl_summary_mode)
{
    os <<
"Moving to the Boost Software License...\n"
    " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a> <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a> <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a> <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a> <a href="#copyright">Copyright Holder Information</a>
}

os <<
"Files with no recognised license</a> <a href="#authors">Files with no recognised copyright holder</a>;
if(!m_bsl_summary_mode)
{
    os <<
"Moving to the Boost Software License...\n"
    " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a> <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a> <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a> <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a> <a href="#copyright">Copyright Holder Information</a>
}

os <<
"Files with no recognised license</a> <a href="#authors">Files with no recognised copyright holder</a>;
if(!m_bsl_summary_mode)
{
    os <<
"Moving to the Boost Software License...\n"
    " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a> <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a> <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a> <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a> <a href="#copyright">Copyright Holder Information</a>
}

os <<
"Files with no recognised license</a> <a href="#authors">Files with no recognised copyright holder</a>;
if(!m_bsl_summary_mode)
{
    os <<
"Moving to the Boost Software License...\n"
    " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a> <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a> <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a> <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a> <a href="#copyright">Copyright Holder Information</a>

The following Boost modules were checked:

```cpp
std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>";
    ++si;
}
```

The Boost path was:

```cpp
os << ":<BR>";
```

// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):

```cpp
fileview version_file(m_boost_path / "boost/version.hpp");
static const boost::regex version_regex("^[[:blank:]]*#^[[:blank:]]*define[[:blank:]]*BOOST_VERSION[[:blank:]]*+(\d+)+);
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100 << "\n";
}
```

// output each license:

```cpp
i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    // start with the summary:

    os << "<a name="summary">\n";
    while(i != j)
    {
        // title:
        os << "<H3>" << licenses.first[i->first].license_name << "</H3>\n";
        // license text:
        os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
        // Copyright holders:
        os << "This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href="\">(see details)</a>";
```
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os << "<a name="details"></a><h2>Licence Details</h2>
while(i != j)
{
    // title:
os << "<H3><A name="" << make_link_target(licenses.first[i->first].license_name) ""></a>" << licenses.first[i->first].license_name << "</H3>";
    // license text:
os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
    if(!m_bsl_summary_mode || (license_index >= 3))
    {
        // Copyright holders:
os << "<P>This license is used by the following " << i->second.authors.size() << " copyright holders:";
std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
os << *x << "<BR>";
++x;
}
os << "</P>";
    }
    // Files using this license:
os << "<P>This license applies to the following " << i->second.files.size() << " files:";
std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
os << split_path(m_boost_path, *m) << "<br>";
++m;
}
os << "</P>";
}
else
{
This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).\n";
os << "This license applies to " << i->second.files.size() << " files (list omitted for brevity).\n";
++license_index;
++i;

// Output list of files not found to be under license control:
//
os << "Files With No Recognisable Licence\n";
"The following " << m_unknown_licenses.size() << " files had no recognisable license
information:\n";
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

os << "Files With No Recognisable Copyright Holder\n";
"The following " << m_unknown_authors.size() << " files had no recognisable copyright
holder:\n";
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

if(!m_bsl_summary_mode)
{
    // Output list of files that have been moved over to the Boost
    // Software License, along with enough information for human
    // verification.
    //
    os << "Files that can be automatically converted to the Boost Software
    License\n";
    << "The following " << m_converted_to_bsl.size() << " files can be automatically converted to the Boost
    Software License, but require manual verification before they can be committed to CVS:\n";
    if (!m_converted_to_bsl.empty())
    {
typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>::const_iterator conv_iterator;

conv_iterator i = m_converted_to_bsl.begin(), ie = m_converted_to_bsl.end();

int file_num = 1;
while (i != ie)
{
    os << "<P>[" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first) << "\n<br>" << "<tt><tr><td>\n \n <pre>" << i->second.first << "</pre></td>\n <td><pre>" << i->second.second << "</pre></td>\n</table>\n";
    ++i;
    ++file_num;
}

// Output list of files that could be moved over to the Boost Software License

//

os << "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2>

<P>The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost Software License, but have not yet been:</p>
<BLOCKQUOTE><p>

i2 = m_can_migrate_to_bsl.begin();
j2 = m_can_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

os << "</p></BLOCKQUOTE>";

// Output list of files that can not be moved over to the Boost Software License

//

os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2>

<P>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License because we need the permission of more authors:</p>
<BLOCKQUOTE><p>

i2 = m_cannot_migrate_to_bsl.begin();
j2 = m_cannot_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

os << "</p></BLOCKQUOTE>";

// Output list of authors that we need permission for to move to the BSL

//

os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>

";
Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in `<code>more/blanket-permission.txt</code>`.

```cpp
std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
          std::ostream_iterator<std::string>(os, "<br>
"));
```

// output a table of copyright information:

```cpp
os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1">
```

```cpp
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
    os << "<tr><td>" << ad->first << "<td>";
    std::set<fs::path, path_less>::const_iterator fi, efi;
    fi = ad->second.begin();
efi = ad->second.end();
    while(fi != efi)
    {
        os << split_path(m_boost_path, *fi) << " ";
        ++fi;
    }
    os << "</td></tr><br>
";
    ++ad;
}
```

// output file dependency information:

```cpp
os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>
```
```
conv_iterator i = m_converted_to_bsl.begin(),
    ie = m_converted_to_bsl.end();
while(i != ie)
{
    bad_paths.insert(i->first);
    ++i;
} 
fi = bad_paths.begin();
efi = bad_paths.end();
os << "<P>For brevity, only files not under the BSL are shown</P>
";
while(fi != efi)
{
    os << split_path(m_boost_path, *fi);
    dep = m_dependencies.find(*fi);
    last_dep = m_dependencies.end();
    std::set<fs::path, path_less> seen_deps;
    if (dep != last_dep)
        while(true)
        {
            os << " -> ";
            if(fs::exists(m_boost_path / dep->second))
                os << split_path(m_boost_path, dep->second);
            else if(fs::exists(dep->second))
                os << split_path(fs::path(), dep->second);
            else
                os << dep->second.string();
            if(seen_deps.find(dep->second) != seen_deps.end())
            {
                os << " <I>(Circular dependency!)</I>";
                break; // circular dependency!!!
            }
            seen_deps.insert(dep->second);
            last_dep = dep;
            dep = m_dependencies.find(dep->second);
            if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
                break;
        }
    os << "\n";
    ++fi;
}
os << "</pre></BLOCKQUOTE>\n";
}
os << "</body></html>";
if(!os)
{
    std::string msg("Error writing to ");
msg += m_dest_path.string();
msg += ".";
std::runtime_error e(msg);
boost::throw_exception(e);
}
}

1.2865 readable-stream 2.2.7

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1.2866 hk2-api 2.2.0-b21

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1.2878 babel-plugin-transform-es2015-literals

6.22.0 6.22.0

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1.2881 java-sizeof 0.0.5

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*    /opt/cola/permits/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-
jar/com/carrotsearch/sizeof/Constants.java
*    /opt/cola/permits/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-
jar/com/carrotsearch/sizeof/RamUsageEstimator.java
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/**
*    This class contains black magic stuff based mostly on proprietary
*    APIs and hacks. Use at your own risk.
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*    /opt/cola/permits/1135892501_1613626827.26/0/java-sizeof-0-0-5-sources-1-
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1.2882 okio 2.4.3
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1.2890 find-up 4.1.0 4.1.0

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1.2893 is-plain-object 2.0.4

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1.2897 babel-plugin-transform-class-properties 6.24.1

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

1.2908 slash 3.0.0 3.0.0

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<li>David M. Lee &lt;dmlee@#064crossroads.com&gt; - code for add and remove secret key in the PGPSecretKeyRing class. Additions to S/MIME and CMS unit tests.</li>
<li>Mike Dillon &lt;md5@#064embody.org&gt; - additional checks for PGP secret and public key construction, patches to copyWithNewPassword.</li>
<li>tu-vi cung &lt;t2cung@#064hotmail.com&gt; - patch for out of bounds problem in getDecoderStream method.</li>
<li>Chris Schultz &lt;cschultz@#064gmail.com&gt; - fix for InputStream constructor for X509V2AttributeCertificate.</li>
<li>David M. Lee &lt;dmlee@#064crossroads.com&gt; - implementation assistance with streaming CMS classes.</li>
<li>Joel Rees &lt;rees@#064ddcom.co.jp&gt; - fix to correct getOID methods from returning same set on X.509 attribute certificates.</li>
<li>Francesc Sau &lt;francesc.sau@#064partners.netfocus.es&gt; - micro fix for tsp Accuracy class.</li>
<li>Larry Bugbee &lt;lbugbee@#064mac.com&gt; - initial ECNR implementation.</li>
<li>Remi Blancher &lt;Remi.Blancher@#064keynectis.com&gt; - Contributions to TSP implementation. Initial implementation of RFC 3739 and ICAO ASN.1 classes.</li>
<li>Brian O'Rourke &lt;bianorourke@#064gmail.com&gt; - patch for signature creation time override in OpenPGP.</li>
<li>Andreas Schwier &lt;andreas.schwier@#064cardcontact.de&gt; - initial implementation of ISO9797 MAC Algorithm 3, addition of DES-EDE 64 MAC to the provider, fix to EC point encoding, addition of EC and RSA-PSS OIDs to CMS, addition of AES-CMAC and DESede-CMAC to JCE provider.</li>
<li>David Josse &lt;david.josse@#064transacttools.net&gt; - Patch for trailer function in version 2 signature packets.</li>
<li>Kishimoto Kazuhiko &lt;kazu-k@#064hi-ho.ne.jp&gt; - RFC 3280 updates to policy processing in the CertPath validator. Additional test data not covered by NIST.</li>
<li>Lawrence Tan &lt;lwrnctan@#064gmail.com&gt; - Large field OID sample test data. Missing key types in JDKKeyFactory.</li>
<li>Carlos Valiente &lt;superdupont@#064gmail.com&gt; - Addition of CRL writing to the PEMWriter class.</li>
<li>Keyon AG, Martin Christinat, &lt;a href="http://www.keyon.ch">http://www.keyon.ch</a&gt; - fixing incorrect ASN.1 encoding of field elements in X9FieldElement class.</li>
<li>Olaf Keller, &lt;olaf.keller.bc@#064bluewin.ch&gt; - initial implementation of the elliptic curves over binary fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement to k value generation in ECDSA.</li>
<li>J&ouml;rg Eichhorn &lt;eichhorn@#064ponton-consulting.de&gt; - patch to fix EOF read on SharedFileInputStream, support for F2m compression.</li>
<li>Karsten Ohme &lt;widerstand@#064t-online.de&gt; - initial check against for out of range data on non byte aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp, contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra validation for RSA key creation. Fix to name typos for some OpenSSL key generators. RFC-1779 table, improved RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation
for Printable, IA5, and Numeric Strings. Fix for RFC 5280 NameConstraint checking for RDNs.<li>
Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT, RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class, and X509/CertificatePair class. Contributions to X509/Store/Parser infrastructure and design. CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests.<li>
Carlos Lozano Ruiz &lt;carlos@tradise.com&gt; - patch for &amp;lt;ctrl&amp;gt;&amp;lt;m&amp;gt; only handling in CRLOutputStream.<li>
John Alfred Prufrock &lt;j.a.prufrock&amp;#064gmail.com&gt; - mods to GOST-3411 and MD2 to support ExtendedDigest.<li>
Stefan Neusatz Guilhen &lt;sneusatz&amp;#064gmail.com&gt; - initial version of RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer.<li>
Marzio Lo Giudice &lt;marzio.logiudice&amp;#064gmail.com&gt; - fix to endianess in KDF2BytesGenerator, additional KDF2 tests.<li>
Georg Lippold &lt;georg.lippold&amp;#064gmx.de&gt; - initial implementation of NaccacheStern cipher.<li>
Chris Viles &lt;chris_viles&amp;#064yahoo.com&gt; - fix to SignatureSubpacket critical bit setting.<li>
Pasi Eronen &lt;Pasi.Eronen&amp;#064nokia.com&gt; - extra toString() support for ASN.1 library. Initial patch for large OID components.<li>
Maria Ivanova &lt;maria.ivanova&amp;#064gmail.com&gt; - support for tags &gt; 30 in ASN.1 parsing.<li>
Armin H&auml;ruml;ferling &lt;arminha&amp;#064student.ethz.ch&gt; - first cut of internationalisation, initial PKIX validation classes.<li>
Marius Schilder &lt;mschilder&amp;#064google.com&gt; - main set of test vectors for Bleichenbacher's forgery attack.<li>
Xavier Le Vouch &lt;xavier&amp;#064brittanysoftware.com&gt; - general code clean ups.<li>
Erik Tews &lt;e_tews&amp;#064de.informatik.tu-darmstadt.de&gt; - initial threaded random seed generator, constant-time PKCS#1.5 decoding.<li>
Thomas Dixon &lt;treykomusha&amp;#064gmail.com&gt; - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements.<li>
Frank Cornelis &lt;info&amp;#064frankcornelis.be&gt; - addition of crlAccessMethod in X509ObjectIdentifiers.<li>
Rui Joaquim &lt;rjoaquim&amp;#064cc.isel.ipl.pt&gt; - initial implementation of RSA blinding for signatures.<li>
David Stacey &lt;DStacey&amp;#064allantgroup.com&gt; - addition of trust packet checking on revocation signatures in PGP/SecretKeyRing.<li>
Martijn Brinkers &lt;list&amp;#064mitm.nl&gt; - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation.<li>
Julius Davies &lt;juilisdavies&amp;#064gmail.com&gt; - additional modes and algorithm support in PEMReader.<li>
Matthias &lt;g&amp;#064rttnner.de&gt; - GnuPG compatibility changes for PBEMFileProcessor.<li>
Olga K&amp;amp;uuml;thler &lt;olga.kaethler&amp;#0644hjp-consulting.com&gt; - initial implementation of TeleTrusT EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.<li>
Germano Rizzo &lt;germano.rizzo&amp;#064gmail.com&gt; - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.
<li>Núria Marí &lt;numaa@hotmail.com&gt; - patch for alternate data type recognition in CMSSignedDataParser.</li>
<li>Janis Schuller &lt;js@#064tzi.de&gt; - addition of NotationData packets for OpenPGP.</li>
<li>Michael Samblanet &lt;mike@#064samblanet.com&gt; - patches towards improved Sun/default provider support in CMS.</li>
<li>Ramon Keller &lt;ramon.keller@#064gmx.ch&gt; - patch to deal with null revocations return from other CRL in X509V2CRLGenerator.</li>
<li>Mark Nelson &lt;mark@#064nbr.com&gt; - correction to excluded DN in name constraints processing for PKIX processing.</li>
<li>Eugene Golushkov &lt;eugene_gff@#064ukr.net&gt; - mask fix to single byte read in TlsInputStream.</li>
<li>Julien Pasquier &lt;julienpasquier@#064free.fr&gt; - additional classes for supporting signature policy and signer certificates in the ASN.1 esf and ess libraries.</li>
<li>Patrick Knopp &lt;tpknopp@#064mtg.de&gt; - fix for named curve recognition in ECGOST key generation.</li>
<li>Jakub Gwozdz &lt;gwozdziu@#064rpg.pl&gt; - addition of getTsa() to TimeStampTokenInfo.</li>
<li>Bartosz Malkowski &lt;bmalkow@#064tigase.org&gt; - initial implementation of VMPC cipher, VMPCRandomGenerator, VMPCMac.</li>
<li>Tal Yacobi &lt;tal.yacobi@octavian-tech.com&gt; - fix for issue in OpenPGP examples [#BJA-55].</li>
<li>Massimiliano Ziccardi &lt;massimiliano.ziccardi@#064gmail.com&gt; - support for counter signature reading in CMS API, update for multiple counter signature attributes, JCA compliance patch for PEM parsing in CertificateFactory.</li>
<li>Andrey Pavlenko &lt;andrey.a.pavlenko@#064gmail.com&gt; - security manager patch for PKCS1Encoding property check.</li>
<li>1 Ross Nicoll &lt;jrn@#064jrn.me.uk&gt; - improved exception handling for getInstance() in ASN.1 library.</li>
<li>Matthew Stevenson &lt;mavricknz@#064yahoo.com&gt; - patch to constructor for CRMF CertSequence.</li>
<li>Gabriele Contini &lt;gcontini@#064hotpop.com&gt; - identified a bug in ASN.1 library with handling of unterminated NDEF's.</li>
<li>Roelof Naude &lt;roelof.naude@#064epiuse.com&gt; - patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.</li>
<li>Patrick Peck &lt;peck@#064signature.at&gt; - identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.</li>
<li>Michael LeMay &lt;lemaymd@#064lemaymd.com&gt; - identified problem with EAX [#BJA-93].</li>
<li>Alex Dupre &lt;ale@#064FreeBSD.org&gt; - fix to use of Signature rather than SignatureSpi in provider [#BJA-90]. Addition of null provider use to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [#BJA-102].</li>
<li>Michael Schoene &lt;michael@#064sigrid-und-michael.de&gt; - fix of improper handling of null in ExtendedPKIXParameters.setTrustedACIssuers(), check for V2 signingCertificate attribute in TimeStampResponse.validate().</li>
<li>Ion Larrañaga &lt;ilarra@#064s21sec.com&gt; - fix to default partial packet generation in BCPGOutputStream.</li>
<li>Bob Kerns &lt;bob.kerns@positscience.com&gt; - fix to hashCode for X509CertificateObject.</li>
<li>Stefan Meyer &lt;stefan.meyer@#064ewe.de&gt; - backport for PKIXCertPathValidator and SMIMESignedMailReviewer.</li>
<li>Robert J. Moore &lt;Robert.J.Moore@#064allanbank.com&gt; - speedups for OpenPGPCFB mode, clean room JCE patches.</li>
<li>Rui Hodai &lt;rui@#064po.ntts.co.jp&gt; - speed ups for Camellia implementation, CamelliaLightEngine.
Emir Bucalovic &lt;emir.bucalovic@#064mail.com&gt; initial implementation of Grain-v1 and Grain-128.

Torbjorn Svensson &lt;tobbe79@#064gmail.com&gt; initial implementation of Grain-v1 and Grain-128.

Paul FitzPatrick &lt;bouncycastle_pfitz@#064fitzpatrick.cc&gt; error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.

Henrik Andersson &lt;k.henrik.andersson@#064gmail.com&gt; addition of UniqueIssuerID to certificate generation.

Cagdas Cirit &lt;cagdascirit@#064gmail.com&gt; subjectAlternativeName fix for x509CertStoreSelector.

Harakiri &lt;harakiri_23@#064yahoo.com&gt; datahandler patch for attached parts in SMIME signatures.

Pedro Henrique &lt;pmhenriques@#064gmail.com&gt; explicit bounds checking for DESMIME signatures, code simplification for OAPIDerecoding.

Lothar Kimmelinger &lt;job@#064kimmeringer.de&gt; verbose mode for ASN1Dump, support for DERExternal, DNS performance fix for SMIME API.

Richard Farr &lt;r.farr.se@#064gmail.com&gt; initial SRP-6a implementation.

Thomas Castiglione &lt;castiglione@#064au.ibm.com&gt; patch to encoding for CRMF OptionalValidity.

Elisabetta Romani &lt;eromani@#064sogei.it&gt; patch for recognising multiple counter signatures.

Robin Lundgren &lt;737lundgren@#064gmail.com&gt; CMPCertificate constructor from X509CertificateStructure fix.

Petr Kadlec &lt;mormegil@#064centrum.cz&gt; fix to sign extension key and IV problem in HC-128, HC-256.

Andreas Antener &lt;antener_a@#064gmx.ch&gt; fix to buffer reset in AsymmetricBufferedBlockCipher.

Harendra Rawat &lt;hsrawat@#064yahoo.com&gt; fix for BERConstructedOctetString.

Rolf Lindemann &lt;lindemann@#064trustcenter.de&gt; patch for PKCS12 key store to support more flexible attribute specifications [BMA-42].

Alex Artamonov &lt;alexart.home@#064gmail.com&gt; name look up patch for GOST-2001 parameters.

Mike Lyons &lt;mlyons@#064layer7tech.com&gt; work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.

Chris Cole &lt;chris_h_cole@#064yahoo.com&gt; identified a problem handling null passwords when loading a BKS keystore.

Tomas Krivanek &lt;tom@#064atack.cz&gt; added checking of Sender header to SignedMailValidator.

Michael &lt;emfau@#064t-online.de&gt; correction of field error in getResponse method in CertRepMessage.

Trevor Perrin &lt;trevor@#064cryptography.com&gt; addition of constant time equals to avoid possible timing attacks.

Markus Kiläring &lt;markus@#064primekey.se&gt; several enhancements to TimeStampResponseGenerator.

Dario Novakovic &lt;darionis@#064yahoo.com&gt; fix for NPE when checking revocation reason on CRL without extensions.

Michael Smith &lt;m.smith@#064cnbc.com&gt; bug fixes and enhancements to the CMP and CRMF classes, initial Master List classes.

Andrea Zilio &lt;andrea.zilio@#064gmail.com&gt; fix for PEM password encryption of private keys.

Alex Birkett &lt;alex@#064birkett.co.uk&gt; added support for EC cipher suites in TLS client (RFC 4492) [#BJA-291].

Wayne Grant &lt;wayne@#064gmail.com&gt; additional OIDs for PKCS10 and certificate generation support.

Frank Cornelis &lt;info@#064frankcornelis.be&gt; additional support classes for CAdES, enhancements to OCSP classes.

Jan Ditbberner &lt;jan@#064ditbberner.info&gt; addHeader patch for SMIME generator.

Bob McGowan &lt;boab.mcgoo@#064btinternet.com&gt; patch to support different object and mgf digests in
PSS signing.

- Ivo Matheis &lt;i.matheis&#064seeburger.de&gt;: fix to padding verification in ISO-9796-1.
- Marco Sandrini &lt;messche&#064gmail.com&gt;: patch to add IV to ISO9797Alg3Mac.
- Alf Malf &lt;alfilmalf&#064hotmail.com&gt;: removal of unnecessary limit in CMSContentInfoParser.
- Alfonso Massa &lt;alfonso.massa&#064insiel.it&gt;: contributions to CMS time stamp classes.
- Giacomo Boccardo &lt;gboccardo&#064unimaticaspa.it&gt;: initial work on CMSTimeStampedDataParser.
- Arnis Tartu &lt;arnis&#064ut.ee&gt;: patches for dealing with OIDs with specific key sizes associated in CMS.
- Janusz Sikociski &lt;j.Sikocinski&#064#064gdzie.pl&gt;: addition of Features subpacket support to OpenPGP API.
- Jurij Hudolejiev &lt;jhudolejiev&#064gmail.com&gt;: JavaDoc fix to CMSSignedDataParser.
- Liane Velten &lt;liane.velten&#064#064hpj-consulting.com&gt;: fine tuning of code for DHParameters validation.
- Shawn Willden &lt;swillden&#064google.com&gt;: additional functionality to PGPKeyRing.
- Atanas Krachev &lt;akrachev&#064gmail.com&gt;: added support for revocation signatures in OpenPGP.
- Mickael Laiking &lt;mickael.laiking&#064#064keynectis.com&gt;: initial cut of EAC classes.
- Tim Buktu &lt;tbuktu&#064#064hotmail.com&gt;: Initial implementation of NTRU signing and encryption.
- Bernd &lt;rbernd&#064gmail.com&gt;: Fix for open of PGP literal data stream with UTF-8 naming.
- Steing Inge Morisbak &lt;stein.inge.morisbak&#064#064BEKK.no&gt;: Test code for lower case Hex data in PEM headers.
- Andreas Schmid &lt;andreas.schmid&#064#064ntngtech.com&gt;: Additional expiry time check in PGPPublicKeys.
- Phil Steitz &lt;phil.steitz&#064gmail.com&gt;: Final patch eliminating JCE dependencies in the OpenPGP BC classes.
- Petar Petrov &lt;p.petrov&#064#064bers-soft.com&gt;: Testing and debugging of UTF-8 OpenPGP passwords.
- Daniel Fitzpatrick &lt;daniel.f.nwr&#064#064gmail.com&gt;: Initial implementation of ephemeral key support for IES, initial implementations of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for EC.
- Andy Neilson &lt;Andy.Neilson&#064quest.com&gt;: a further patches to deal with multiple providers and PEMReader.
- Ted Shaw &lt;xiao.xj&#064gmail.com&gt;: patch to MiscPEMGenerator for handling new PKCS10CertificationRequests.
- Eleriseth &lt;Eleriseth&#064WPECGLtYbVi8Rl6Y7Vzl2Lvd2EUVW99v3yNV3IWROG8.fms&gt;: speed up for SIC/CTR mode. Provider compatibility generalisations for EC operations.
- Kenny Root &lt;kenny&#064#064the-b.org&gt;: patch for issuerAltName, subjectAltName support in X509CertificateObject. BaseBlockCipher.getIV() patch for AEAD.
- Maarten Bodewes &lt;maarten.bodewes&#064gmail.com&gt;: initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.
- Philip Clay &lt;pilf_b&#064#064yahoo.com&gt;: Initial implementation of J-PAKE.
- Brian Carlstrom &lt;bdc&#064#064carlstrom.com&gt;: compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, intial provider PBKDF2WithHmacSHA1 SecretKeyFactory.
- Samuel Lid&eacute;n Borell &lt;samuel&#064#064primekey.se&gt;: patch to add DSTU-4145 to DefaultSignatureAlgorithmFinder.
- Sergio Demian Lerner &lt;sergiolerner&#064#064certimix.com&gt;: pointing out isInfinity issue in ECDSASigner.
signature verification.</li>
<li>Tim Whittington &lt;Tim.Whittington@orionhealth.com&gt; patch to remove extra init call in CMac, additional of Memoable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalsa20, ChaCha, reduced round Salsa20, Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to Nokeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD cipher methods, safe CipherInput/OutputStream implementations for use with AAD and subsequent bug fixes, cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSDBCrypt, PGP API documentation and code quality work.</li>
<li>Marcus Lundblad &lt;marcus.lundblad@primekey.se&gt; patch for working around JDK jarsigner TSP bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp token generation.</li>
<li>Andrey Zhozhin &lt;zhozhin@xrm.ru&gt; patch for override of TSP SignerInfo attributes.</li>
<li>Sergey Tiunov &lt;st5555d@064gmail.com&gt; initial cut of DVCS classes.</li>
<li>Damian Kolasa &lt;fatfredy@064gmail.com&gt; ASN1Sequence patch for class cast issue in X9Curve.</li>
<li>Ash Hughes &lt;ashley.hughes@064blueyonder.co.uk&gt; patches for supporting PGPSecretKeyRing/PGPSecretKeys encodings with empty private keys, initial code for PGPSignatureSubpacketVector.getEmbeddedSignatures().</li>
<li>Andreas Reiter &lt;andreas.reiter@iaik.tugraz.at&gt; Reported incomplete status of CertificateVerify processing in (D)TLS server, and provided fix.</li>
Kieran Miller <kieran.miller@gmail.com> initial implementation for RFC 5649 key wrap with padding.

Oliver Ehli <ehli@064arago.de> Additional support for BSI plain ECDSA in the provider.

Daniel Heldt <Daniel.Heldt@cryptovision.com> Initial support for encodable state message digests.

Robert Bushman <bouncycastle@064traxel.com> Clean up of DirectKeySignature example.

Maurice Aarts <aarts@064risecure.com> updated to KDF generator to follow NIST SP 800-108.

Franziskus Kiefer <https://github.com/franziskuskiefer> initial implementation of Cramer-Shoup.

KB Sriram <mail_kb@064yahoo.com> testing for odd encodings for PGP User Attribute Subpackets.

Marco Schulze <marco@064nightlabs.de> Reported verification bug in GenericSigner.


dstutz <https://github.com/dstutz> added iteration count setters to PKCS#12 PBE mac/key generator builders.

Tobias Wich <tobias.wich@064ecsec.de> Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.

Hauke Mehrts <hauke@064hauke-m.de> TLS patch to add ECDHE_ECDSA CCM ciphersuites from RFC 7251.

Daniel Zimmerman <dmz@064galois.com> Further key quality improvements to RSAKeyPairGenerator.

Jens Kapitza <j.kapitza@schwarze-allianz.de> Iterable support in OpenPGP API, code cleanup in OpenPGP API.

Johan Eklund <johan@064primekey.se> update to RFC 6960 for OCSPObjectIdentifiers.

nikosn <https://github.com/nikosn> Fix to encoding of EC private keys to ensure encoding matches order length.

Axel von dem Bruch <axel-vdb@064riseup.net> Contributions to BCrypt/OpenBSDBCrypt, original version of Blake2bDigest.

Derek Atkins <derek@064ihtfp.com> Documentation fixes to X9ObjectIdentifiers.

Peter Jr Halicky <peto@064halicky.sk> Correction to notification/error message handling in SignedMailValidator.


Thomas Belot <thomas.belot@BC@064gmail.com> initial CertPathLoopTest for demonstrating stack overflow issue.

Rich DiCroce <https://github.com/rdicroce> Initial implementation of server-side TLS-SRP support. TLS API extension to support non-blocking usage.

Björn Kautler <https://github.com/Vampire> Refinements to cert path validation (authority key addition, certificate order preservation).

Dominik Schümann <https://github.com/dschuermann> method for returning signatures/verifications without user IDs on PGPPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.

Michael <https://github.com/MSKnete> initial fix for bitStrength issue for OpenPGP EC keys, correction for generic type on RecipientInformationStore.

Tobias Wagner <tobias.wagner@064n-design.de> Fix SecureRandom handling in BcAsymmetricKeyWrapper [#BJA-536].

Sergio Giro <https://github.com/sgiro> Fixed adding of additional stores from CRL distribution point [#BJA-537]. Fixed missing null check for CRL certificate issuer [#BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEKeys that require it.

bschuette <https://github.com/bschuette> Fixed typo in DefaultSignatureAlgorithmIdentifierFinder,
additional methods on CMSSignedDataParser.</li>
<li>Leonard Dallot &lt;https://github.com/dallotTazTag&gt; Fix to S2K usage of none on changing passwords on keys without passwords originally.</li>
<li>Jan Willem Janssen &lt;j.w.janssen+bouncycastle&#064#064lxtreme.nl&gt; Support for DSAParameters in lightweight SubjectPublicKeyInfoFactory, initial object signer verifier for BC lightweight EC.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064#064gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles &lt;benoit.charles&#064#064opentrust.com&gt; Fix for IES data length check on decryption.</li>
<li>akwizgran &lt;https://github.com/akwizgran&gt; Fixed clone of key in Blake2bDigest copy constructor, blake2b reset issue for variant keys.</li>
<li>Matthias Edelhoff &lt;Matthias.Edelhoff&#064#064cryptovision.com&gt; BasicConstraintsValidation pathlen fix in PKIX certpath classes.</li>
<li>Lukasz Deputat &lt;lukasz.deputat&#064#064gmail.com&gt; Fixed bugs in TlsUtils read methods [#BJA-592].</li>
<li>Justin Ludwig &lt;https://github.com/justinludwig&gt; Iterator fix for PGObjectFactory to handle stream packets at start of iterated data.</li>
<li>Andr&eacute;eacute; Berenguel &lt;https://github.com/aberenguel&gt; Fix to include ECNamedCurveSpec in EC AlgorithmParameterSpi</li>
<li>Slawomir Jaranowski &lt;https://github.com/slawekjaranowski&gt; Patch to make cipher/hash/signature name methods in PGP internal API public.</li>
<li>Andrey Vasilyev &lt;https://github.com/andrey-vasilyev&gt; Initial implementation of GOST R 34.11-2012.</li>
<li>William Glanton &lt;wglanton77&#064#064gmail.com&gt; Fixed bug in Poly1305 [#BJA-620].</li>
<li>jdvorak001 &lt;https://github.com/jdvorak001&gt; Speed improvements for ASN.1 ObjectIdentifier cache.</li>
<li>Joseph Naegle &lt;jnaegle&#064#064grierforensics.com&gt; Patch for handling multiple certificates in a DANE SMIMEA entry.</li>
<li>Andrew Bonventure &lt;https://github.com/andybons&gt; NullPointer patch for WNafUtil.</li>
<li>The Google Security Team (Project Wycheproof) &lt;https://github.com/google/wycheproof&gt; defect analysis and additional test cases for the provider.</li>
<li>Gorka Irazoqui &lt;girazoki&#064#064wpi.edu&gt; from Intel Security Center of Excellence &lt;https://security-center.intel.com/&gt; detection of the issue with AESFastEngine (CVE-2016-1000339), additional suggestions for improvement to hardening of AESEngine and finding cache sensitivities in EC key generation/signing.</li>
<li>Joerg Senekowitsch &lt;joerg.senekowitsch&#064#064veridos.com&gt; patch to deal with hard coded boolean in EAC ECDSApublicKey.</li>
<li>Na Yu &lt;na.yu&#064#064samsung.com&gt; Constructor patches to CMC PKIData.</li>
<li>Evangelos Karatsisios &lt;ekaratsisios&#064#064mtg.de&gt; Corrected use of explicit tagging in X.509 PolicyConstraints class.</li>
<li>VivleSoren &lt;https://github.com/VivleSoren&gt;; additional constructor for McElieceCCA2PrivateKeyParameters.</li>
<li>mtausig &lt;https://github.com/mtausig&gt;; JavaDoc fix for MCESSerializedDataGenerator.</li>
<li>Sebastian Wolfgang Roland &lt;sebastianwolfgang.roland&#064#064stud.tu-darmstadt.de&gt; Initial XMSS/XMSS-MT implementation.</li>
<li>didisoft &lt;https://github.com/didisoft&gt; test code for PGP signature removal involving user ids.</li>
Mike Safonov &lt;https://github.com/MikeSafonov&gt;: initial implementation of GOST3410-2012 for lightweight provider and JCA, parameters patches for ECGOST keys, initial implementation of GOST3412-2015, addition of fromExtensions() for CRLDistPoint.

Artem Storozhuk &lt;storojs72@gmail.com&gt;: initial implementation of DSTU7564 (digest) and DSTU7624 (cipher) and their associated modes.

Andreas Glaser &lt;andreas.glaser@0x4di.de.com&gt;: patch to recognise ANSSI curves for PKCS#10 requests.

codeborne &lt;https://github.com/chxp&gt;: patch to correct OIDs used in public key digest parameters for ECGOST-2012.

FauxFaux &lt;https://github.com/FauxFaux&gt;: patch for JDK 1.9 update to DRBG.java.

4garbage &lt;https://github.com/4garbage&gt;: patch to allow GOST3410-94 private keys encoded as integers.

ekszz &lt;https://github.com/ekszz&gt;: corrections to SM2 signer to include default identity value.

jminer &lt;https://github.com/jminer&gt;: fix to Blake2b for hashes in range of 2**64-127 to 2**64.

str4d &lt;https://github.com/str4d&gt;: initial implementation of Blake2s.

Scott Woodward &lt;scott@064bit3consulting.com&gt;: performance fixes for CTRSP800DRBG.

David Strawn &lt;https://github.com/isomarcte&gt;: fix for off by one error in SCRYPT bounds checking.

chris mcconn &lt;0xchrismcconn@064gmail.com&gt;: identification of serialisation issue with XMSS/XMSSMT private keys (see also CVE-2018-1000613).

ZZMarquis &lt;https://github.com/ZZMarquis&gt;: offset patches for SM2 encryption and decryption, improvement to Array constant time comparison.

Andreas Kretschmer &lt;https://github.com/Akretsch&gt;: NPE fix for CertTemplate.getVersion().

Armin Lunkeit, Michael Tautenhahn &lt;0xmtl&gt;: identification of M-R test issue on higher certainty values in RSA key pair generation.

Vincent Breitmoser &lt;https://github.com/Valodim&gt;: fix to ignore unnecessary checksum calculator on PGP secret key encryption.

Adam Vartanian &lt;https://github.com/flooey&gt;: use of ShortBuffer exception and buffer size pre-check in Cipher.doFinal().

Bernd &lt;https://github.com/ecki&gt;: Fix to make PGPUtil.pipeFileContents use buffer and not leak file handle.

Shartung &lt;https://github.com/shartung&gt;: Additional EC Key Agreement algorithms in support of German BSI TR-03111.

Paul Schaub &lt;https://github.com/vanitasvitae&gt;: bringing PGPSecretKey.getUserIds() into line with PGPPublicKey.getUserIds(). Exception message fix in BcPublicKeyDataDecryptorFactory. Additional tests on PGP key ring generation.

Nick of Nexxar &lt;https://github.com/nros&gt;: update to OpenPGP package to handle a broader range of EC curves.

catbref &lt;https://github.com/catbref&gt;: sample implementation of RFC 7748/Ed25519 (incorporated work from github users Valdim and str4d as well).

gerlion &lt;https://github.com/gerlion&gt;: detection of concurrency issue with pre-1.60 EC math library.

fgrieu &lt;fgrieu@fgrieu.com&gt;: detection and suggested fixes for possible timing vulnerability in OAEPEncoding and RSACoreEngine.

MTG &lt;https://github.com/mtgag&gt;: patch for decoding issues in PKIPublicationInfo and CertificatedKeyPair.

Andreas Gadermaier &lt;up.gadermaier@064gmail.com&gt;: initial version of Argon2 PBKDF algorithm.

Tony Washer &lt;tony.washer@yahoo.co.uk&gt;: review of qTesla, Java 1.9 module code, additional test code and debugging for GOST, DSTU, and ECNR algorithms. Initial lightweight implementation of the ZUC ciphers and macs.
Vincent Bouckaert &lt;https://github.com/veebee&gt; initial version of RFC 4998 ASN.1 classes.


Gabriel Sroka &lt;https://github.com/gabrielsroka&gt; corrected comments in RSA validation.

sarah-mdv &lt;https://github.com/sarah-mdv&gt; improvements to JceKeyTransRecipientInfoGenerator, tests for JournalingSecureRandom, initial implementation of JournaledAlgorithm.

Vincent Bouckaert &lt;https://github.com/veebee&gt; initial version of RFC 4998 ASN.1 classes.


Gabriel Sroka &lt;https://github.com/gabrielsroka&gt; corrected comments in RSA validation.

sarah-mdv &lt;https://github.com/sarah-mdv&gt; improvements to JceKeyTransRecipientInfoGenerator, tests for JournalingSecureRandom, initial implementation of JournaledAlgorithm.

Jesse Feinman &lt;https://github.com/jessefeinman&gt; performance optimisation in RSAKeyParameters.

Gillis95 &lt;https://github.com/Gillis95&gt; improved JSSE compatibility for setEnabledCipherSuites.

Haemin Yoo &lt;https://github.com/yoohaemin&gt; Javadoc fixes.

Antoine Toulme &lt;https://github.com/atoulme&gt; Initial implementation of EthereumIESEngine.

Golden Loooy &lt;https://github.com/looly&gt; Patch for addition of C1C3C2 mode to SM2Engine.

Moses Palm&ordm;&amp;quot;&lt;https://github.com/trueSec&gt;&amp;quot; TrueSec &lt;Henrik.Palmer&#064truesec.se&gt; Additional improvements to constant time comparisons.

Ren&ordm;&amp;acute; Korthaus &lt;https://github.com/securitykernel&gt; Update to XMSS/XMSS^MT OID values to bring them in line with RFC 8391.

THausherr &lt;https://github.com/THausherr&gt; Addition generic support for CMS/TSP functions.

Gaylor Bosson &lt;https://github.com/Giltoniel&gt; Initial implementation of Blake2xs.

gaellalire &lt;https://github.com/gaellalire&gt; Patch for unprotected PGP private keys as SExpr.

im-scooter &lt;https://github.com/im-scooter&gt; Patch for case-insensitive behaviour of Param-Z.

Nick hitchan &lt;https://github.com/hitchan&gt; Fix for typo in engineInitSign() in EdEc SignatureSpi.

dbusche &lt;https://github.com/dbusche&gt; Argon2 optimisations.

Daniel Heldt &lt;https://github.com/dheldt&gt; Fixing encodings in unicode tests to allow a wider range of Java compilers to work. Tweak to inheritance in JceKeyAgreeRecipient.

Ugochukwu Mmaduekwe &lt;https://github.com/Xor-el&gt; Fix for initially bugged legacy Integers.numberOfLeadingZeros method.

Gsealy &lt;https://github.com/Gsealy&gt; addition of PBKDF2withHmacSM3 to the provider.

aphuang2013 &lt;https://github.com/aphuang2013&gt; update to path validation in EST service for ClearPath EST.

Kevin Herron &lt;https://github.com/kevinherron&gt; Initial ChaCha20Poly1305 prototype.

vkreml &lt;https://github.com/vkreml&gt; GOST compliance change for DefaultCMSSignatureEncryptionAlgorithmFinder.

Tobias Ospelt &lt;tobias&#064pentagrid.ch&gt; Identification of 1.63 regression in ASN.1 parsing.

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1.2910 babel-template 6.26.0 6.26.0

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1.2911 parse-duration 0.1.2
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1.2912 lodash-assignin 4.2.0

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1.2913 fast-deep-equal 1.1.0

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1.2914 buffer-fill 1.0.0

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1.2915 glew 1.3.1-1ubuntu0.16.04.2

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Mesa 3-D graphics library
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* Abstract: The main routine
* __*/

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For hadoop-common-project/hadoop-common/src/main/native/gtest

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broccoli-asset-rev v2.4.2
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1.2928 safer-buffer 2.1.2 2.1.2

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jar/com/nimbusds/jwt/JWTClaimsSet.java
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* /opt/cola/permits/1136447733_1613767076.49/jar/com/nimbusds/jwt/package-info.java
* /opt/cola/permits/1136447733_1613767076.49/jar/com/nimbusds/jose/package-info.java
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* /opt/cola/permits/1136447733_1613767076.49/jar/com/nimbusds/jose/jwk/package-info.java
jar/com/nimbusds/jose/Algorithm.java
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-jar/META-INF/maven/com.nimbusds/nimbus-jose-jwt/pom.xml
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* /opt/cola/permits/1136447733_1613767076.49/0/nimbus-jose-jwt-4-41-3-sources-2-jar/com/nimbusds/jose/crypto/AESGCM.java
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1.2938 avahi 0.6.32~rc+dfsg-1ubuntu2.3

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7.12.13

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1.2940 jedis 2.10.2

1.2941 node-releases 1.1.71
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1.2942 object.assign 4.1.2

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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-
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* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/StringMemberValue.java
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* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5.jar/javassist/bytecode/annotation/FloatMemberValue.java

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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/TransformReadField.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/util/proxy/MethodHandler.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/analysis/Analyzer.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/Bytecode.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/ClassMap.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/Runtime/DoClass.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/Expr/Cast.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/CtConstructor.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/CtArray.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/Compiler/ast/FieldDecl.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/CtNewClass.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/Keyword.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/TransformCall.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/EnclosingMethodAttribute.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/stackmap/TypeTag.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/Pair.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/InstanceOfExpr.java
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- jar/javassist/compiler/ast/ASTList.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/LoaderClassPath.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/tools/rmi/RemoteException.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/annotation/AnnotationsWriter.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/tools/Dump.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/runtime/Cflow.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/scopedpool/ScopedClassPoolFactory.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/SymbolTable.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/Stmt.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/analysis/Subroutine.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/TransformNewClass.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/ClassFile.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/util/proxy/ProxyObjectOutputStream.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/MethodDecl.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/LineNumberAttribute.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/tools/reflect/Compiler.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/util/proxy/ProxyFactory.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/bytecode/ByteStream.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/MemberResolver.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ProceedHandler.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/convert/TransformAfter.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/SyntaxError.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/Member.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/TokenId.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/tools/reflect/Metaobject.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/expr/FieldAccess.java
- * /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/tools/reflect/Metaobject.java
1.2945 buffer-crc32 0.2.13

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1.2947 fs 0.0.2

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1.2948 de.huxhorn.lilith.data.logging 0.9.44

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  jar/com/mongodb/annotations/Immutable.java
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/MongoQueryException.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/geojson/codecs/NamedCoordinateReferenceSystemCodec.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/operation/ParallelCollectionScanOperation.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/bulk/UpdateRequest.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/client/model/geojson/CoordinateReferenceSystemType.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/ResponseCallback.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
jar/com/mongodb/internal/connection/Compressor.java

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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/internal/operation/ServerVersionHelper.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/operation/CommitTransactionOperation.java
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* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/lang/Nullable.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/lang/NonNullApi.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/lang/package-info.java
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-jar/com/mongodb/operation/AbortTransactionOperation.java
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  jar/com/mongodb/connection/netty/ReadTimeoutHandler.java
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 * https://github.com/marianobarrios/tls-channel

Open Source Used In DNAC Platform Antelope 11466
/*
**
* Writes a sequence of bytesProduced to this channel from a subsequence of the
* given buffers.
* 
* <p>
* See { @link GatheringByteChannel#write(ByteBuffer[], int, int) } for more
* details of the meaning of this signature.
* 
* This method behaves slightly different than the interface specification,
* with respect to non-blocking responses, see { @link #write(ByteBuffer) }
* for more details.
* 
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from
*     which bytesProduced are to be retrieved; must be non-negative and no
*     larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*     non-negative and no larger than <tt>srcs.length</tt>
* &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&n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]
which bytesProduced are to be transferred; must be non-negative and no larger than \(<tt>dsts.length</tt>\)
* @param length The maximum number of buffers to be accessed; must be non-negative and no larger than \(<tt>dsts.length</tt>\)
* &nbsp;-&nbsp;\(<tt>offset</tt>\)
* @return The number of bytesProduced read, or \(<tt>-1</tt>\) if the channel has reached end-of-stream; contrary to the behavior specified in \{ @link ByteChannel\}, this method never returns 0, but throws \{ @link WouldBlockException\}
* @throws IndexOutOfBoundsException If the preconditions on the \(<tt>offset</tt>\) and \(<tt>length</tt>\) parameters do not hold
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically and a task needs to be executed to complete the operation
* @throws SSLEngineException if the \{ @link SSLEngine\} throws a SSLEngineException
* @throws IOException if the underlying channel throws an IOException
*/

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Returns an array containing all of the elements in this deque, in
proper sequence (from first to last element).

The returned array will be "safe" in that no references to it are
maintained by this deque. (In other words, this method must allocate
a new array). The caller is thus free to modify the returned array.

This method acts as bridge between array-based and collection-based
APIs.

@return an array containing all of the elements in this deque

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Found in path(s):
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
  jar/com/mongodb/assertions/Assertions.java

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  jar/com/mongodb/annotations/Beta.java

1.2950 json5 1.0.1 1.0.1

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[others]: https://github.com/json5/json5/contributors

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3.1.0 / 2017-09-26
==================

* Add `DEBUG_HIDE_DATE` env var (#486)
* Remove ReDoS regexp in `%o` formatter (#504)
* Remove `"component"` from package.json
* Remove `"component.json"`
* Ignore package-lock.json
* Examples: fix colors printout
* Fix: browser detection
* Fix: spelling mistake (#496, @EdwardBetts)

3.0.1 / 2017-08-24
==================

* Fix: Disable colors in Edge and Internet Explorer (#489)

3.0.0 / 2017-08-08
==================

* Breaking: Remove DEBUG_FD (#406)
* Breaking: Use `Date#toISOString()` instead of `Date#toUTCString()` when output is not a TTY (#418)
* Breaking: Make millisecond timer namespace specific and allow 'always enabled' output (#408)
* Addition: document 'enabled' flag (#465)
* Addition: add 256 colors mode (#481)
* Addition: `enabled()`, updates existing debug instances, add `destroy()` function (#440)
* Update: component: update "ms" to v2.0.0
* Update: separate the Node and Browser tests in Travis-CI
* Update: refactor Readme, fixed documentation, added "Namespace Colors" section, redid screenshots
* Update: separate Node.js and web browser examples for organization
* Update: update "browserify" to v14.4.0
* Fix: fix Readme typo (#473)

2.6.9 / 2017-09-22
==================

* remove ReDoS regexp in `%o` formatter (#504)

2.6.8 / 2017-05-18
==================

* Fix: Check for undefined on browser globals (#462, @marbemac)
2.6.7 / 2017-05-16
==================
- Fix: Update ms to 2.0.0 to fix regular expression denial of service vulnerability (#458, @hubdotcom)
- Fix: Inline extend function in node implementation (#452, @dougwilson)
- Docs: Fix typo (#455, @msasad)

2.6.5 / 2017-04-27
==================
- Fix: null reference check on window.documentElement.style.WebkitAppearance (#447, @thebigredgeek)
- Misc: clean up browser reference checks (#447, @thebigredgeek)
- Misc: add npm-debug.log to .gitignore (@thebigredgeek)

2.6.4 / 2017-04-20
==================
- Fix: bug that would occur if process.env.DEBUG is a non-string value. (#444, @LucianBuzzo)
- Chore: ignore bower.json in npm installations. (#437, @joaovieira)
- Misc: update "ms" to v0.7.3 (@tootallnate)

2.6.3 / 2017-03-13
==================
- Fix: Electron reference to `process.env.DEBUG` (#431, @paulcbetts)
- Docs: Changelog fix (@thebigredgeek)

2.6.2 / 2017-03-10
==================
- Fix: DEBUG_MAX_ARRAY_LENGTH (#420, @slavaGanzin)
- Docs: Add backers and sponsors from Open Collective (#422, @piamancini)
- Docs: Add Slackin invite badge (@tootallnate)

2.6.1 / 2017-02-10
==================
- Fix: Module’s `export default` syntax fix for IE8 `Expected identifier` error
- Fix: Whitelist DEBUG_FD for values 1 and 2 only (#415, @pi0)
- Fix: IE8 "Expected identifier" error (#414, @vgoma)
- Fix: Namespaces would not disable once enabled (#409, @musikov)

2.6.0 / 2016-12-28
==================
- Fix: added better null pointer checks for browser useColors (@thebigredgeek)
* Improvement: removed explicit `window.debug` export (#404, @tootallnate)
* Improvement: deprecated `DEBUG_FD` environment variable (#405, @tootallnate)

2.5.2 / 2016-12-25
==================

* Fix: reference error on window within webworkers (#393, @KlausTrainer)
* Docs: fixed README typo (#391, @lurch)
* Docs: added notice about v3 api discussion (@thebigredgeek)

2.5.1 / 2016-12-20
==================

* Fix: babel-core compatibility

2.5.0 / 2016-12-20
==================

* Fix: wrong reference in bower file (@thebigredgeek)
* Fix: webworker compatibility (@thebigredgeek)
* Fix: output formatting issue (#388, @kribblo)
* Fix: babel-loader compatibility (#383, @escwald)
* Misc: removed built asset from repo and publications (@thebigredgeek)
* Misc: moved source files to /src (#378, @yamikuronue)
* Test: added karma integration and replaced babel with browserify for browser tests (#378, @yamikuronue)
* Test: coveralls integration (#378, @yamikuronue)
* Docs: simplified language in the opening paragraph (#373, @yamikuronue)

2.4.5 / 2016-12-17
==================

* Fix: `navigator` undefined in Rhino (#376, @jochenberger)
* Fix: custom log function (#379, @hsiliev)
* Improvement: bit of cleanup + linting fixes (@thebigredgeek)
* Improvement: rm non-maintained `dist/` dir (#375, @freewil)
* Docs: simplified language in the opening paragraph. (#373, @yamikuronue)

2.4.4 / 2016-12-14
==================

* Fix: work around debug being loaded in preload scripts for electron (#368, @paulcbetts)

2.4.3 / 2016-12-14
==================

* Fix: navigation.userAgent error for react native (#364, @escwald)

2.4.2 / 2016-12-14
* Fix: browser colors (#367, @tootallnate)
* Misc: travis ci integration (@thebigredgeek)
* Misc: added linting and testing boilerplate with sanity check (@thebigredgeek)

2.4.1 / 2016-12-13

* Fix: typo that broke the package (#356)

2.4.0 / 2016-12-13

* Fix: bower.json references unbuilt src entry point (#342, @justmatt)
* Fix: revert "handle regex special characters" (@tootallnate)
* Feature: configurable util.inspect() options for NodeJS (#327, @tootallnate)
* Feature: %O (big O) pretty-prints objects (#322, @tootallnate)
* Improvement: allow colors in workers (#335, @botverse)
* Improvement: use same color for same namespace. (#338, @lchenay)

2.3.3 / 2016-11-09

* Fix: Catch `JSON.stringify()` errors (#195, Jovan Alleyne)
* Fix: Returning `localStorage` saved values (#331, Levi Thomason)
* Improvement: Don't create an empty object when no `process` (Nathan Rajlich)

2.3.2 / 2016-11-09

* Fix: be super-safe in index.js as well (@TooTallNate)
* Fix: should check whether process exists (Tom Newby)

2.3.1 / 2016-11-09

* Fix: Added electron compatibility (#324, @paulcbetts)
* Improvement: Added performance optimizations (@tootallnate)
* Readme: Corrected PowerShell environment variable example (#252, @gimre)
* Misc: Removed yarn lock file from source control (#321, @fengmk2)

2.3.0 / 2016-11-07

* Fix: Consistent placement of ms diff at end of output (#215, @gorangajic)
* Fix: Escaping of regex special characters in namespace strings (#250, @zacronos)
* Fix: Fixed bug causing crash on react-native (#282, @vkarpov15)
* Feature: Enabled ES6+ compatible import via default export (#212 @bucaran)
* Feature: Added %O formatter to reflect Chrome's console.log capability (#279, @oncletom)
* Package: Update "ms" to 0.7.2 (#315, @DevSide)
* Package: removed superfluous version property from bower.json (#207 @kkirsche)
* Readme: fix USE_COLORS to DEBUG COLORS
* Readme: Doc fixes for format string sugar (#269, @mlucool)
* Readme: Updated docs for DEBUG_FD and DEBUG_COLORS environment variables (#232, @mattlyons0)
* Readme: doc fixes for PowerShell (#271 #243, @exoticknight @unreadable)
* Readme: better docs for browser support (#224, @matthewmueller)
* Tooling: Added yarn integration for development (#317, @thebigredgeek)
* Misc: Renamed History.md to CHANGELOG.md (@thebigredgeek)
* Misc: Added license file (#226 #274, @CantemoInternal @sdaitzman)
* Misc: Updated contributors (@thebigredgeek)

2.2.0 / 2015-05-09

* package: update "ms" to v0.7.1 (#202, @dougwilson)
* README: add logging to file example (#193, @DanielOchoa)
* README: fixed a typo (#191, @amir-s)
* browser: expose `storage` (#190, @stephenmathieson)
* Makefile: add a `distclean` target (#189, @stephenmathieson)

2.1.3 / 2015-03-13

* Updated stdout/stderr example (#186)
* Updated example/stdout.js to match debug current behaviour
* Renamed example/stderr.js to stdout.js
* Update Readme.md (#184)
* replace high intensity foreground color for bold (#182, #183)

2.1.2 / 2015-03-01

* dist: recompile
* update "ms" to v0.7.0
* package: update "browserify" to v9.0.3
* component: fix "ms.js" repo location
* changed bower package name
* updated documentation about using debug in a browser
* fix: security error on safari (#167, #168, @yields)

2.1.1 / 2014-12-29

* browser: use `typeof` to check for `console` existence
* browser: check for `console.log` truthiness (fix IE 8/9)
* browser: add support for Chrome apps
* Readme: added Windows usage remarks
* Add `bower.json` to properly support bower install

2.1.0 / 2014-10-15
==================

* node: implement `DEBUG_FD` env variable support
* package: update "browserify" to v6.1.0
* package: add "license" field to package.json (#135, @panuhorsmalait)

2.0.0 / 2014-09-01
==================

* package: update "browserify" to v5.11.0
* node: use stderr rather than stdout for logging (#29, @stephenmathieson)

1.0.4 / 2014-07-15
==================

* dist: recompile
* example: remove `console.info()` log usage
* example: add "Content-Type" UTF-8 header to browser example
* browser: place `%c` marker after the space character
* browser: reset the "content" color via `%color: inherit`
* browser: add colors support for Firefox >= v31
* debug: prefer an instance `log()` function over the global one (#119)
* Readme: update documentation about styled console logs for FF v31 (#116, @wryk)

1.0.3 / 2014-07-09
==================

* Add support for multiple wildcards in namespaces (#122, @seegno)
* browser: fix lint

1.0.2 / 2014-06-10
==================

* browser: update color palette (#113, @gscottolson)
* common: make console logging function configurable (#108, @timoxley)
* node: fix %o colors on old node <= 0.8.x
* Makefile: find node path using shell/which (#109, @timoxley)

1.0.1 / 2014-06-06
==================

* browser: use `removeItem()` to clear localStorage
* browser, node: don't set DEBUG if namespaces is undefined (#107, @leedm777)
* package: add "contributors" section
* node: fix comment typo
* README: list authors

1.0.0 / 2014-06-04
==================

* make ms diff be global, not be scope
* debug: ignore empty strings in enable()
* node: make DEBUG_COLORS able to disable coloring
* *: export the `colors` array
* npmignore: don't publish the `dist` dir
* Makefile: refactor to use browserify
* package: add "browserify" as a dev dependency
* Readme: add Web Inspector Colors section
* node: reset terminal color for the debug content
* node: map "%o" to `util.inspect()`
* browser: map "%j" to `JSON.stringify()`
* debug: add custom "formatters"
* debug: use "ms" module for humanizing the diff
* Readme: add "bash" syntax highlighting
* browser: add Firebug color support
* browser: add colors for WebKit browsers
* node: apply log to `console`
* rewrite: abstract common logic for Node & browsers
* add .jshintrc file

0.8.1 / 2014-04-14
==================

* package: re-add the "component" section

0.8.0 / 2014-03-30
==================

* add `enable()` method for nodejs. Closes #27
* change from stderr to stdout
* remove unnecessary index.js file

0.7.4 / 2013-11-13
==================

* remove "browserify" key from package.json (fixes something in browserify)

0.7.3 / 2013-10-30
==================

* fix: catch localStorage security error when cookies are blocked (Chrome)
* add debug(err) support. Closes #46
* add .browser prop to package.json. Closes #42

0.7.2 / 2013-02-06
==================================

* fix package.json
* fix: Mobile Safari (private mode) is broken with debug
* fix: Use unicode to send escape character to shell instead of octal to work with strict mode javascript

0.7.1 / 2013-02-05
==================================

* add repository URL to package.json
* add DEBUG_COLORED to force colored output
* add browserify support
* fix component. Closes #24

0.7.0 / 2012-05-04
==================================

* Added .component to package.json
* Added debug.component.js build

0.6.0 / 2012-03-16
==================================

* Added support for ":-" prefix in DEBUG [Vinay Pulim]
* Added `.enabled` flag to the node version [TooTallNate]

0.5.0 / 2012-02-02
==================================

* Added: humanize diffs. Closes #8
* Added `debug.disable()` to the CS variant
* Removed padding. Closes #10
* Fixed: persist client-side variant again. Closes #9

0.4.0 / 2012-02-01
==================================

* Added browser variant support for older browsers [TooTallNate]
* Added `debug.enable('project:*')` to browser variant [TooTallNate]
* Added padding to diff (moved it to the right)

0.3.0 / 2012-01-26
==================================
* Added millisecond diff when isatty, otherwise UTC string

0.2.0 / 2012-01-22

* Added wildcard support

0.1.0 / 2011-12-02

* Added: remove colors unless stderr isatty [TooTallNate]

0.0.1 / 2010-01-03

* Initial release

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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
  - `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/tx2ipod.pl`
  - `libswresample/tests/swresample.c`
  - `tests/checkasm/*`
  - `tests/tiny_ssim.c`
- the following filters in libavfilter:
  - `signature_lookup.c`
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`
  - `vf_delogo.c`
  - `vf_eq.c`
  - `vf_find_rect.c`
  - `vf_fspp.c`
The following libraries are under GPL version 2:
- avisynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the license version needs to be upgraded by passing `--enable-version3` to configure.

The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

### Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be unredistributable.

The Fraunhofer FDK AAC and OpenSSL libraries are under licenses which are incompatible with the GPLv2 and v3. To the best of our knowledge, they are compatible with the LGPL.

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//*****************************************************************************
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//*                                                                       *
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//*                                                                       *
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//* or commercial, provided the authors copyright notice remains        *
//* intact.                                                             *
//*                                                                       *
//*    Enhancements by Stanley Yamane:                                   *
//*       o reverse lookup table for the decode function                 *
//*       o reserve string buffer space in advance                      *
//*                                                                       *
//*****************************************************************************

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wcwidth.js: JavaScript Porting of Markus Kuhn's wcwidth() Implementation
=======================================================================
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Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
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See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
ASME 2005 International Design Engineering Technical Conference
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Qt port of geosimplify.js, https://github.com/mapbox/geosimplify-js

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That's all there is to it!

# debug


![image](https://user-images.githubusercontent.com/71256/29091486-fa38524c-7c37-11e7-895f-e7e8e1039b6.png)

A tiny JavaScript debugging utility modelled after Node.js core's debugging technique. Works in Node.js and web browsers.

## Installation

```bash
$ npm install debug
```

## Usage

`debug` exposes a function; simply pass this function the name of your module, and it will return a decorated version of `console.error` for you to pass debug statements to. This will allow you to toggle the debug output for different parts of your module as well as the module as a whole.

Example [_app.js_](./examples/node/app.js):

```js
var debug = require('debug')('http')
  , http = require('http')
  , name = 'My App';

// fake app

debug('booting %o', name);

http.createServer(function(req, res){
  debug(req.method + ' ' + req.url);
  // handle request
});
```
res.end('hello\n');
}).listen(3000, function(){
 debug('listening');
});

// fake worker of some kind

require('./worker');
```
```

Example [worker.js](./examples/node/worker.js):

```
```

var a = require('debug')('worker:a')
  , b = require('debug')('worker:b');

function work() {
  a('doing lots of uninteresting work');
  setTimeout(work, Math.random() * 1000);
}
work();

function workb() {
  b('doing some work');
  setTimeout(workb, Math.random() * 2000);
}
workb();
```

The `DEBUG` environment variable is then used to enable these based on space or comma-delimited names.

Here are some examples:

```
```

##### Windows command prompt notes

***** CMD

On Windows the environment variable is set using the `set` command.
Example:

```cmd
set DEBUG=*,-not_this
```

##### PowerShell (VS Code default)

PowerShell uses different syntax to set environment variables.

```cmd
$env:DEBUG = "*,-not_this"
```

Example:

```cmd
$env:DEBUG='app';node app.js
```

Then, run the program to be debugged as usual.

npm script example:

```js
"windowsDebug": "@powershell -Command $env:DEBUG='*';node app.js",
```

## Namespace Colors

Every debug instance has a color generated for it based on its namespace name. This helps when visually parsing the debug output to identify which debug instance a debug line belongs to.

#### Node.js

In Node.js, colors are enabled when stderr is a TTY. You also _should_ install the [supports-color](https://npmjs.org/supports-color) module alongside debug, otherwise debug will only use a small handful of basic colors.

<img width="521" src="https://user-images.githubusercontent.com/71256/29092181-47f6a9e6-7c3a-11e7-9a14-1928d8a711cd.png">

#### Web Browser
Colors are also enabled on "Web Inspectors" that understand the \`%c` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

When stdout is not a TTY, `Date#toISOString()` is used, making it more useful for logging the debug information as shown below:

#### Millisecond diff

When actively developing an application it can be useful to see when the time spent between one `debug()` call and the next. Suppose for example you invoke `debug()` before requesting a resource, and after as well, the "+NNNms" will show you how much time was spent between calls.

When stdout is not a TTY, `Date#toISOString()` is used, making it more useful for logging the debug information as shown below:

#### Conventions

If you're using this in one or more of your libraries, you _should_ use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you _should_ prefix them with your library name and use ":" to separate features. For example "bodyParser" from Connect would then be "connect:bodyParser". If you append a "+" to the end of your name, it will always be enabled regardless of the setting of the DEBUG environment variable. You can then use it for normal output as well as debug output.

#### Wildcards

The "+" character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with

```
'DEBUG=connect:bodyParser,connect:compress,connect:session'
```

you may simply do

```
'DEBUG=connect:*
```

to run everything using this module simply use 

```
'DEBUG=*
```

You can also exclude specific debuggers by prefixing them with a "-" character. For example, 

```
'DEBUG=*,-connect:*
```

would include all debuggers except those starting with "connect:".

#### Environment Variables
When running through Node.js, you can set a few environment variables that will change the behavior of the debug logging:

<table>
<thead>
<tr>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DEBUG</code></td>
<td>Enables/disables specific debugging namespaces.</td>
</tr>
<tr>
<td><code>DEBUG_HIDE_DATE</code></td>
<td>Hide date from debug output (non-TTY).</td>
</tr>
<tr>
<td><code>DEBUG_COLORS</code></td>
<td>Whether or not to use colors in the debug output.</td>
</tr>
<tr>
<td><code>DEBUG_DEPTH</code></td>
<td>Object inspection depth.</td>
</tr>
<tr>
<td><code>DEBUG_SHOW_HIDDEN</code></td>
<td>Shows hidden properties on inspected objects.</td>
</tr>
</tbody>
</table>

__Note:_ The environment variables beginning with `DEBUG_` end up being converted into an Options object that gets used with ` `%o`/`%O` formatters. See the Node.js documentation for [``util.inspect()`](https://nodejs.org/api/util.html#util_util_inspect_object_options) for the complete list.

### Formatters

Debug uses [printf-style](https://wikipedia.org/wiki/Printf_format_string) formatting. Below are the officially supported formatters:

<table>
<thead>
<tr>
<th>Formatter</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>%O</code></td>
<td>Pretty-print an Object on multiple lines.</td>
</tr>
<tr>
<td><code>%o</code></td>
<td>Pretty-print an Object all on a single line.</td>
</tr>
<tr>
<td><code>%s</code></td>
<td>String.</td>
</tr>
<tr>
<td><code>%d</code></td>
<td>Number (both integer and float).</td>
</tr>
<tr>
<td><code>%j</code></td>
<td>JSON. Replaced with the string <code>[Circular]</code> if the argument contains circular references.</td>
</tr>
<tr>
<td><code>%%</code></td>
<td>Single percent sign (<code>%</code>). This does not consume an argument.</td>
</tr>
</tbody>
</table>

### Custom formatters

You can add custom formatters by extending the `debug.formatters` object. For example, if you wanted to add support for rendering a Buffer as hex with ` `%h``, you could do something like:

```js
const createDebug = require('debug')
createDebug.formatters.h = (v) => {
    return v.toString('hex')
}
```

```js
// elsewhere
cost debug = createDebug('foo')
```
debug('this is hex: %h', new Buffer('hello world'))

if foo this is hex: 68656c6c6f20776f726c6421 +0ms

```

## Browser Support

You can build a browser-ready script using [browserify](https://github.com/substack/node-browserify), or just use the [browserify-as-a-service](https://wzrd.in/) [build](https://wzrd.in/standalone/debug@latest), if you don't want to build it yourself.

Debug's enable state is currently persisted by `localStorage`.
Consider the situation shown below where you have `worker:a` and `worker:b`, and wish to debug both. You can enable this using `localStorage.debug`:

```
```js
localStorage.debug = 'worker:*'
```

And then refresh the page.

```
```js
a = debug('worker:a');
b = debug('worker:b');

setInterval(function()
  a('doing some work');
}, 1000);

setInterval(function()
  b('doing some work');
}, 1200);
```

## Output streams

By default `debug` will log to stderr, however this can be configured per-namespace by overriding the `log` method:

Example [stdout.js](./examples/node/stdout.js):

```
```js
var debug = require('debug');
var error = debug('app:error');

// by default stderr is used
error('goes to stderr!');
```
var log = debug('app:log');
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log('goes to stdout');
error('still goes to stderr!');

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error('now goes to stdout via console.info');
log('still goes to stdout, but via console.info now');
```

## Extend
You can simply extend debugger
```
const log = require('debug')('auth');

// creates new debug instance with extended namespace
const logSign = log.extend('sign');
const logLogin = log.extend('login');

log('hello'); // auth hello
logSign('hello'); // auth:sign hello
logLogin('hello'); // auth:login hello
```

## Set dynamically
You can also enable debug dynamically by calling the `enable()` method:
```
let debug = require('debug');

console.log(1, debug.enabled('test'));

debug.enable('test');
console.log(2, debug.enabled('test'));

debug.disable();
console.log(3, debug.enabled('test'));
```

print :
```
I false
Usage:
`
`enable(namespaces)`
`namespaces` can include modes separated by a colon and wildcards.

Note that calling `enable()` completely overrides previously set DEBUG variable:

```javascript
const debug = require('debug')('http');
if (debug.enabled) {
    // do stuff...
}
```

You can also manually toggle this property to force the debug instance to be enabled or disabled.

## Authors
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- Nathan Rajlich
- Andrew Rhyne

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curl

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dynamic_annotations

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Our home page can be found at

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--- end of FTL.TXT ---

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GL
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Mesa Component Licenses

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jpeg
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(extracted from src/README)

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mongoose

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objective_c/gtm_session_fetcher

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just-in-time compiler that can be used to optimize pattern matching. These
are both optional features that can be omitted when the library is built.

THE BASIC LIBRARY FUNCTIONS
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Written by: Philip Hazel
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11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

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12.1 Term

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12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

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(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

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(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

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If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

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- The Licensed Software's help tool ("Qt Assistant")

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- The Licensed Software's Resource Compiler ("rcc")

- The Licensed Software's generator (only in the case of Qt Jambi if applicable)

- The Licensed Software's parts of the IDE tool ("Qt Creator")

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NPM License Checker

[!]Build Status](https://www.travis-ci.org/davglass/license-checker.svg?branch=master)

*As of v17.0.0 the `failOn` and `onlyAllow` arguments take semicolons as delimeters instead of commas. Some license names contain commas and it messed with the parsing*

Ever needed to see all the license info for a module and its dependencies?

It's this easy:

```shell
cmpi -g license-checker
mkdir foo
cd foo
npm install yui-lint
license-checker
```
You should see something like this:

```
...
cli@0.4.3
   repository: http://github.com/chriso/cli
   licenses: MIT
glob@3.1.14
   repository: https://github.com/isaacs/node-glob
   licenses: UNKNOWN
graceful-fs@1.1.14
   repository: https://github.com/isaacs/node-graceful-fs
   licenses: UNKNOWN
inherits@1.0.0
   repository: https://github.com/isaacs/inherits
   licenses: UNKNOWN
jshint@0.9.1
   licenses: MIT
lru-cache@1.0.6
   repository: https://github.com/isaacs/node-lru-cache
   licenses: MIT
lru-cache@2.0.4
   repository: https://github.com/isaacs/node-lru-cache
   licenses: MIT
minimatch@0.0.5
   repository: https://github.com/isaacs/minimatch
   licenses: MIT
minimatch@0.2.9
   repository: https://github.com/isaacs/minimatch
   licenses: MIT
sigmund@1.0.0
   repository: https://github.com/isaacs/sigmund
   licenses: UNKNOWN
yui-lint@0.1.1
   licenses: BSD
   repository: http://github.com/yui/yui-lint
...
```

An asterisk next to a license name means that it was deduced from an other file than package.json (README, LICENSE, COPYING, ...)

You could see something like this:

```
...
debug@2.0.0
   repository: https://github.com/visionmedia/debug
   licenses: MIT*
```
Options
-------
* `--production` only show production dependencies.
* `--development` only show development dependencies.
* `--start [path of the initial json to look for]`
* `--unknown` report guessed licenses as unknown licenses.
* `--onlyunknown` only list packages with unknown or guessed licenses.
* `--json` output in json format.
* `--csv` output in csv format.
* `--csvComponentPrefix` prefix column for component in csv format.
* `--out [filepath]` write the data to a specific file.
* `--customPath` to add a custom Format file in JSON
* `--exclude [list]` exclude modules which licenses are in the comma-separated list from the output
* `--relativeLicensePath` output the location of the license files as relative paths
* `--summary` output a summary of the license usage.
* `--failOn [list]` fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list
* `--onlyAllow [list]` fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-seperated list
* `--packages [list]` restrict output to the packages (package@version) in the semicolon-seperated list
* `--excludePackages [list]` restrict output to the packages (package@version) not in the semicolon-seperated list
* `--excludePrivatePackages` restrict output to not include any package marked as private
* `--direct look for direct dependencies only`

Exclusions
----------
A list of licenses is the simplest way to describe what you want to exclude.

You can use valid [SPDX identifiers](https://spdx.org/licenses/).
You can use valid SPDX expressions like `MIT OR X11`.
You can use non-valid SPDX identifiers, like `Public Domain`, since `npm` does support some license strings that are not SPDX identifiers.

Examples
--------
```
license-checker --json > /path/to/licenses.json
license-checker --csv --out /path/to/licenses.csv
license-checker --unknown
license-checker --customPath customFormatExample.json
license-checker --exclude 'MIT, MIT OR X11, BSD, ISC'
license-checker --packages 'react@16.3.0;react-dom@16.3.0;lodash@4.3.1'
license-checker --excludePackages 'internal-1;internal-2'
license-checker --onlyunknown
```

Custom format
--------------
The `--customPath` option can be used with CSV to specify the columns. Note that the first column, `module_name`, will always be used.

When used with JSON format, it will add the specified items to the usual ones.

The available items are the following:
- name
- version
- description
- repository
- publisher
- email
- url
- licenses
- licenseFile
- licenseText
- licenseModified

You can also give default values for each item.
See an example in [customFormatExample.json](customFormatExample.json).

Requiring
---------
```js
var checker = require('license-checker');

checker.init({
  start: '/path/to/start/looking'
}, function(err, packages) {
  if (err) {
    //Handle error
  } else {
    //The sorted package data
    //as an Object
  }
});
```

Debugging
---------

license-checker uses [debug](https://www.npmjs.com/package/debug) for internal logging. There are two internal markers:

* `license-checker:error` for errors
* `license-checker:log` for non-errors

Set the `DEBUG` environment variable to one of these to see debug output:

```
```
```
$ export DEBUG=license-checker*; license-checker
scanning ./yui-lint
cli@0.4.3
  repository: http://github.com/chriso/cli
  licenses: MIT
# ...
```

How Licenses are Found
----------------------

We walk through the `node_modules` directory with the 
`[read-installed]`(https://www.npmjs.org/package/read-installed) module. Once we gathered a list of modules we walk through them and look at all of their `package.json`’s, We try to identify the license with the 
`[spdx]`(https://www.npmjs.com/package/spdx) module to see if it has a valid SPDX license attached. If that fails, we then look into the module for the following files: `LICENSE`, `LICENCE`, `COPYING`, & `README`.

If one of the those files are found (in that order) we will attempt to parse the license data from it with a list of known license texts. This will be shown with the `*` next to the name of the license to show that we "guessed" at it.

The Mesa header files use the following licenses.

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

The default Mesa license is as follows:

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 * Memory barrier utilities
 *
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 *
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 */

/*
 * $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
 * Portable Audio I/O Library
 * Ring Buffer utility.
 *
 * Author: Phil Burk, http://www.softsynth.com
 * modified for SMP safety on Mac OS X by Bjorn Roche
 * modified for SMP safety on Linux by Leland Lucius
 * also, allowed for const where possible
 * modified for multiple-byte-sized data elements by Sven Fischer
 *
 * Note that this is safe only for a single-thread reader and a
 * single-thread writer.
 *
 * This program uses the PortAudio Portable Audio Library.
 * For more information see: http://www.portaudio.com
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Mesa 3-D graphics library
Version: 7.0

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`cssmin.py` - A Python port of the YUI CSS compressor.

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```
<program> Copyright (C) <year> <name of author>
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```

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#!/usr/bin/env node

/*
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*/

var checker = require('../lib/index');

var args = require('../lib/args').parse();
var mkdirp = require('mkdirp');
var path = require('path');
var chalk = require('chalk');
var fs = require('fs');

if (args.help) {
  console.error('license-checker@' + require('../package.json').version);
  var usage = [
    '',
    '  --production only show production dependencies.',
    '  --development only show development dependencies.',
    '  --unknown report guessed licenses as unknown licenses.',
    '  --start [path of the initial json to look for]',
    '  --onlyunknown only list packages with unknown or guessed licenses.',
    '  --json output in json format.',
    '  --csv output in csv format.',
    '  --csvComponentPrefix column prefix for components in csv file',
    '  --out [filepath] write the data to a specific file.',
    '  --customPath to add a custom Format file in JSON',
    '  --exclude [list] exclude modules which licenses are in the comma-separated list from the output',
    '  --relativeLicensePath output the location of the license files as relative paths',
    '  --summary output a summary of the license usage',
    '  --failOn [list] fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list',
    '  --onlyAllow [list] fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-seperated list',
    '  --direct look for direct dependencies only',
    '  --packages [list] restrict output to the packages (package@version) in the semicolon-seperated list',
  ];
  console.error(usage.join('
    '));
} else {
  console.error(checker(args));
}
' --excludePackages [list] restrict output to the packages (package@version) not in the semicolon-separated list',
' --excludePrivatePackages restrict output to not include any package marked as private',
' --version The current version',
' --help The text you are reading right now :)',
''
];
console.error(usage.join('
'), '
');
process.exit(0);

if (args.version) {
    console.error(require('../package.json').version);
    process.exit(1);
}

if (args.failOn && args.onlyAllow) {
    console.error('--failOn and --onlyAllow can not be used at the same time. Choose one or the other.');
    process.exit(1);
} else {
    var argValue = args.failOn || args.onlyAllow;
    if (argValue && argValue.indexOf(',') >= 0) {
        var argName = args.failOn ? 'failOn' : 'onlyAllow';
        console.warn('Warning: As of v17 the --' + argName + ' argument takes semicolons as delimiters instead of commas (some license names can contain commas));
    }
}

checker.init(args, function(err, json) {

    var formattedOutput = "";

    if (!err) {
        console.error('Found error');
        console.error(err);
    }

    if (shouldColorizeOutput(args)) {
        var keys = Object.keys(json);
        keys.forEach(function(key) {
            var keyParts = key.split('@');
            var colorizedKey = chalk.blue(keyParts[0]) + chalk.dim('@') + chalk.green(keyParts[1]);
            json[colorizedKey] = json[key];
            delete json[key];
        });
    }
}

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if (args.json) {
    formattedOutput = JSON.stringify(json, null, 2) + '\n';
} else if (args.csv) {
    formattedOutput = checker.asCSV(json, args.customFormat, args.csvComponentPrefix);
} else if (args.markdown) {
    formattedOutput = checker.asMarkDown(json, args.customFormat); + '\n';
} else if (args.summary) {
    formattedOutput = checker.asSummary(json);
} else {
    formattedOutput = checker.asTree(json);
}

if (args.files) {
    checker.asFiles(json, args.files);
} else if (args.out) {
    var dir = path.dirname(args.out);
    mkdirp.sync(dir);
    fs.writeFileSync(args.out, formattedOutput, 'utf8');
} else {
    console.log(formattedOutput);
}

function shouldColorizeOutput(args) {
    return args.color && !args.out && !(args.csv || args.json || args.markdown);
}

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(vi) selected Add-on Products, if any,

depending on which product(s) the Licensee has purchased under this Agreement, as well as corresponding online or electronic documentation, associated media and printed materials, including the source code (where applicable), example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section 4) or Open Source Qt. The Qt Company may, in the course of its development activities, at its free and absolute discretion and without any obligation to send or publish any notifications to the Licensee or in general, make changes, additions or deletions in the components and functionalities of the Licensed Software, provided that no such changes, additions or deletions will affect the already released version of the Licensed Software, but only upcoming version(s).
"Licensee" shall mean the individual or legal entity that is party to this Agreement, as identified on the signature page hereof.

"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement, Licensee's use of Open Source Qt and/or the payments due to The Qt Company under this Agreement, including, but not limited to user information, assembly logs, sales records and distribution records.

"Modified Software" shall have the meaning as set forth in Section 2.3.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean the non-commercial Qt computer software products, licensed under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL"). For clarity, Open Source Qt shall not be provided nor governed under this Agreement.

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Permitted Software" shall mean any (i) open source software (excluding Open Source Qt) that is a) generally available for public in source code form without additional cost under any of the licenses approved by Open Source Initiative as listed on https://opensource.org/licenses; and (b) is in no way, directly or indirectly, developed by or for or otherwise related to or in the interest of the Licensee or its Affiliates, or (ii) software The Qt Company has made available via its Qt Marketplace online distribution channel.

"Pre-Release Code" shall have the meaning as set forth in Section 4.

"Prohibited Combination" shall mean any means to (i) use, combine, incorporate, link or integrate Licensed Software with any software created with or incorporating Open Source Qt, (ii) use Licensed Software for creation of any software created with or incorporating Open Source Qt, or (iii) incorporate or integrate Applications into a hardware device or product other than a Device.

"Qt 3D Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt Design Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.
"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at https://www.qt.io/terms-conditions/ and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:
(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available
to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP

2.1. Ownership of The Qt Company
The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2. Ownership of Licensee
All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3. Modified Software
Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and
fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

3. LICENSES GRANTED

3.1. Development with Licensed Software
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers. Each Application and/or Device can only include, incorporate or integrate code generated under this Agreement by such Designated Users who are duly licensed for the applicable Development Platform(s) and Deployment Platform(s) (i.e have a valid license for the appropriate Licensed Software product).

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than thirty (30) days before expiry of the respective License Term.

Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.
In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective notification from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company's respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10%) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than thirty (30) days before expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to

(i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and

(ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is
3.4. Further Requirements

The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the Licensed Software;

(ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term...
of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and

(xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

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4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the "/src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").
Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee’s own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee’s right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

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TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability
EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II)
BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY’S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party’s business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be
significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees
License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed
upon, at The Qt Company’s standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee’s account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.
11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10 % of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.
12. TERM AND TERMINATION

12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties' Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination,
to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company’s position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS’ Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish
Company, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersede all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.
Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary
governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are
marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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Parts of the respective Add-On Product that are permitted for distribution in object-code form only (“Redistributables”) are marked with ‘R’ in the below table.

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"Licensee Products" shall mean Applications and/or Devices.

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"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

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II. Section 3.1 shall be replaced in its entirety to read as follows:
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Version 2.1, February 1999

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

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

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

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

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

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

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library” with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.
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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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## Change Log

### v25.0.1 (2019/01/10 19:29 +00:00)
- [f1c835b](https://github.com/davglass/license-checker/commit/f1c835b991b65dc928eafe64c29b73df9e703169) Updated readme with new args (@davglass)
- [ada667f](https://github.com/davglass/license-checker/commit/ada667f28e8ef4e96b5b6059fe05541d05ca936c) changelog (@davglass)
- [7813f0d](https://github.com/davglass/license-checker/commit/7813f0db3b51f7cc4cd37d8e7b4670f9005fed06) contrib (@davglass)

### v25.0.0 (2019/01/10 15:09 +00:00)
- [cdb77d9](https://github.com/davglass/license-checker/commit/cdb77d9a2b36cd87503f32265a0ee388b25c24ae) 25.0.0 (@davglass)
- [b897345](https://github.com/davglass/license-checker/commit/b89734549bc05fb5e143083df6fd3959d87eb2b8) [Fixes #136](https://github.com/davglass/license-checker/pull/136) Document --start option and add the depth option for looking into root dependencies or infinitely (@davglass)
- [#185](https://github.com/davglass/license-checker/pull/185) Merge pull request #185 from theboolean/fixed/fix-exclude-packages-and-private (@theboolean)
- [#184](https://github.com/davglass/license-checker/pull/184) Merge pull request #184 from theboolean/docs/fix-typo (@theboolean)
- [987a60f](https://github.com/davglass/license-checker/commit/987a60fbb58052cf36d5a80e6252e81136bb1dd8) changes 24.1.0 (@davglass)

### v24.1.0 (2018/12/14 20:54 +00:00)
- [18ab8a1](https://github.com/davglass/license-checker/commit/18ab8a1eb478d1354429ca4318c1df3de3e4cb1) 24.1.0 (@davglass)
- [1dca0f6](https://github.com/davglass/license-checker/commit/1dca0f6161aebeddef2d398c130a2a4f86c2b4e88c8) Changelog (@davglass)
- [#188](https://github.com/davglass/license-checker/pull/188) Fix for #153: remove deprecated package 'spdx' (#188) (@rogierschouten)
- [d1d34b1](https://github.com/davglass/license-checker/commit/d1d34b1a8894987807419c093c3ee10b4f06db3d) Fix typo in package.json description (@theboolean)
- [f5c9008](https://github.com/davglass/license-checker/commit/f5c9008a6d20b503e21c0d8130e52be56a5bf8e8) Fix: Allow excluding packages and private packages together (@theboolean)
- [98c4dc6](https://github.com/davglass/license-checker/commit/98c4dc670fdebb6e58b62b38ebbc12302e5b1db5) changes 24.0.0 (@davglass)

### v24.0.1 (2018/10/11 16:40 +00:00)
- [d72eae8](https://github.com/davglass/license-checker/commit/d72eae8bcb80d8582e6d12c5e2664e9c19135709) 24.0.1 (@davglass)
- [9433e64](https://github.com/davglass/license-checker/commit/9433e640ea9f629aad5f00c224a9f61026b8116d) [Fixes #181](https://github.com/davglass/license-checker/pull/181) - Removed extra line break with --cvs (@davglass)
- [65baa28](https://github.com/davglass/license-checker/commit/65baa28f532f87eb75a32578c7ac5837806d12f) contrib and changes (@davglass)

### v24.0.0 (2018/10/09 21:12 +00:00)
- [84d64a2](https://github.com/davglass/license-checker/commit/84d64a28fa971c3bfb20b9e9de27ca2be6e8481b) 24.0.0 (@davglass)
- [#180](https://github.com/davglass/license-checker/pull/180) Feature: Exclude Private Packages (#180) (Jonny Reeves)
- [#179](https://github.com/davglass/license-checker/pull/179) Merge pull request #179 from jonny-improbable/fixed/fix-strict-checks (@jonny-improbable)
- [179077d](https://github.com/davglass/license-checker/commit/179077d079acbc0d183aae6691cfe5c2ec0f9307) Fixes 176, Packages are not ignored when using --onlyAllow and --excludePackages. (@jonny-improbable)
- [890ca17](https://github.com/davglass/license-checker/commit/890ca17d179bc43a6cb7cf96269d1521d9ac2)
### v23.0.0 (2018/10/09 14:37 +00:00)
- [f243287](https://github.com/davglass/license-checker/commit/f243287fbc6da33838a226ddf8e412535390d4) 23.0.0 (@davglass)
- [#178](https://github.com/davglass/license-checker/pull/178) Merge pull request #178 from jonny-improbable/fixed/fixing (@jonny-improbable)
- [#175](https://github.com/davglass/license-checker/pull/175) Merge pull request #175 from jonny-improbable/patch-1 (@jonny-improbable)
- [f2c6611](https://github.com/davglass/license-checker/commit/f2c6611d6c68e50b2b6f56260026837e7167f44a) Fixes #177, --packages and --excludePackages filtering (@jonny-improbable)
- [0a598df](https://github.com/davglass/license-checker/commit/0a598df55c3ec33803ef33be07cc47a9100ee961) Improve --onlyAllow violation Error
- [ee723af](https://github.com/davglass/license-checker/commit/ee723af79889a4d98ed067494a58f6aa41a44ac7) changes (@davglass)

### v22.0.0 (2018/10/08 19:00 +00:00)
- [bd398c3](https://github.com/davglass/license-checker/commit/bd398c3cbe0279699e9aad1dc4b592f398a75766) 22.0.0 (@davglass)
- [#172](https://github.com/davglass/license-checker/pull/172) Merge pull request #172 from fzaninotto/exclude-packages (@fzaninotto)
- [014fd96](https://github.com/davglass/license-checker/commit/014fd9613fe5460e0b7a0fe118a659a337e25e2c) added changes (@davglass)

### v21.0.0 (2018/10/06 13:24 +00:00)
- [d75fe43](https://github.com/davglass/license-checker/commit/d75fe43d61a9d5b6696d71a663e25a53fd3d44f7) 21.0.0 (@davglass)
- [05cb221](https://github.com/davglass/license-checker/commit/05cb221359f4f1e039f586cd9e8fb7cb9d6398) [Fixes #174] - Moved private and unknown detection above filtering (@davglass)
- [bd5700](https://github.com/davglass/license-checker/commit/bd570088236db90253bdac27763523b2e74f8b) Add an excludePackages option (@fzaninotto)
- [231bd3f](https://github.com/davglass/license-checker/commit/231bd3f2412507be1d702ad100b23c1b1fe93602) updated readme (@davglass)
- [6c61a7b](https://github.com/davglass/license-checker/commit/6c61a7bd024666702065d42706392c11717cc1d) changelog (@davglass)

### v20.2.0 (2018/07/30 13:49 +00:00)
- [28dc521](https://github.com/davglass/license-checker/commit/28dc5218dec3340778bd801593275ad1b222e53f) 20.2.0 (@davglass)
- [#169](https://github.com/davglass/license-checker/pull/169) Merge pull request #169 from codepunkt/restrictPackages (@codepunkt)
- [5e4b274](https://github.com/davglass/license-checker/commit/5e4b274e955485f2aba37e65fec913b8042f38d) refactor: restore previous code style (@codepunkt)
- [0f53922](https://github.com/davglass/license-checker/commit/0f5392208be00b0df48db7ea8848b53d0137e45) feat: allow restricting output to specified packages (@codepunkt)
- [5f63f87](https://github.com/davglass/license-checker/commit/5f63f8766a17e589b57db99bda4eb54d91b85b77)
changes and contrib (@davglass)

### v20.1.0 (2018/06/07 14:33 +00:00)
- [970882a](https://github.com/davglass/license-checker/commit/970882a99b345c7f32496431e5ca4c069ad7e320) 20.1.0 (@davglass)
- [#165](https://github.com/davglass/license-checker/pull/165) Merge pull request #165 from santiagocanti/fix-exclude-not-adding-custom-licenses (@santiagocanti)
- [89e48a9](https://github.com/davglass/license-checker/commit/89e48a9d3d0c9f2e48bfcee0dc3563ce4b652e22) Fix exclude not including custom licenses (@santiagocanti)

### v20.0.0 (2018/05/17 14:14 +00:00)
- [7e89310](https://github.com/davglass/license-checker/commit/0e8931021df777cb401d9a332fa2a8c9a2c49eb2) 20.0.0 (@davglass)
- [c36a5c9](https://github.com/davglass/license-checker/commit/c36a5c99bb4f68816e4e19cad5090ba3c7ba67a4) changes (@davglass)
- [ccb66f3](https://github.com/davglass/license-checker/commit/ccb66f3410a4589e612b7cf1c3ae7b1446bab460) contributors (@davglass)
- [#156](https://github.com/davglass/license-checker/pull/156) Merge pull request #156 from zodiac403/z4/copyright (@zodiac403)
- [56414b4](https://github.com/davglass/license-checker/commit/56414b4a67cb25bcc8eb8c050b0ac712b677dc2) Add unit test for Copyright statement. (@zodiac403)
- [3eafe24](https://github.com/davglass/license-checker/commit/3eafe249ad662af727a9b7472f7ad6c1b9a73ade) fixing test coverage with switch to nyc from istanbul (@davglass)

### v19.0.0 (2018/04/30 14:51 +00:00)
- [7e83a06](https://github.com/davglass/license-checker/commit/7e83a069d23b1043cd8257eb6466704ecca465) 19.0.0 (@davglass)
- [e5eb49b](https://github.com/davglass/license-checker/commit/e5eb49bcb5546dbc681736f139d63908cd39ce9) upgrading packages (@davglass)
- [442ae6](https://github.com/davglass/license-checker/commit/442ae69b5d44e47bf2e441c4e1f86d387e49c6) Changlog (@davglass)

### v18.1.0 (2018/04/30 14:16 +00:00)
- [82ec91b](https://github.com/davglass/license-checker/commit/82ec91bb02e6bf998164b62b4aa827198156ad4c) 18.1.0 (@davglass)
- [4b546d3](https://github.com/davglass/license-checker/commit/4b546d38ce91bcbe8d21e7bc53e44635b0447fc2) contrib (@davglass)
- [#155](https://github.com/davglass/license-checker/pull/155) Merge pull request #155 from ktmouk/supress-path-property (@ktmouk)
- [#160](https://github.com/davglass/license-checker/pull/160) Merge pull request #160 from helio-frota/pr (@helio-frota)
- [8b068f2](https://github.com/davglass/license-checker/commit/8b068f25fe910d087e06e29312bc250b49aba4c7) fix: Updating debug dependency to fix a security warning (@helio-frota)
- [040dd94](https://github.com/davglass/license-checker/commit/040dd9468261966c5c40e4a18aa9ba8f716c3a2) Copyright statement: Handle multi-line statements (@zodiac403)
- [0480750](https://github.com/davglass/license-checker/commit/04807506d61a1d704e8b51d3a289baa025b510) Fix layout issue. (@zodiac403)
- [9cb45f2](https://github.com/davglass/license-checker/commit/9cb45f2b9ce2c1142c0d1f556f01f7d754737a4c)
- [f83aaae](https://github.com/davglass/license-checker/commit/f83aaae85ad4c2ce9880802951dfacbc86dc2d7f) Merge branch 'z4/copyright' of https://github.com/zodiac403/license-checker into z4/copyright (@zodiac403)
- [7536af9](https://github.com/davglass/license-checker/commit/7536af935d91078657f0e169ed8238f099607f16) Trim output. (@zodiac403)
- [8716845](https://github.com/davglass/license-checker/commit/87168456cae35263882db2b6d60081f228b6b66) Suppress path property (@ktmouk)
- [be57ee8](https://github.com/davglass/license-checker/commit/be57ee8f76c8aada0d227913b7d0e12a0dc640) Add example for (c) statement. (@zodiac403)
- [fe17f7c](https://github.com/davglass/license-checker/commit/fe17f7c76dbdaee0cbf689a0cd260a746698f3281) Parse (c) statements from LICENSE file. (@zodiac403)
- [#149](https://github.com/davglass/license-checker/pull/149) Merge pull request #149 from honzajavorek/patch-1 (@honzajavorek)
- [955bbf6](https://github.com/davglass/license-checker/commit/955bbf6070ffcd9f0d01ef37bb84fbbac65e007b) remove the old status badge (@honzajavorek)

### v18.0.0 (2018/03/20 12:30 +00:00)
- [315de0b](https://github.com/davglass/license-checker/commit/315de0b1a881cf8737c3c0131c217c4820df13a8) 18.0.0 (@davglass)
- [76655d5](https://github.com/davglass/license-checker/commit/76655d59bad95c2e52724aaa3a0cf036f0e60bd6) changelog (@davglass)
- [c8aa823](https://github.com/davglass/license-checker/commit/c8aa823342b7a250d510582c8a03dd76af50bd9c) added contributors (@davglass)
- [#147](https://github.com/davglass/license-checker/pull/147) Merge pull request #147 from honzajavorek/honzajavorek/license-/* (@honzajavorek)
- [#148](https://github.com/davglass/license-checker/pull/148) Merge pull request #148 from honzajavorek/honzajavorek/use-stderr (@honzajavorek)
- [#146](https://github.com/davglass/license-checker/pull/146) Merge pull request #146 from honzajavorek/honzajavorek/fixed-e2e-test (@honzajavorek)
- [#145](https://github.com/davglass/license-checker/pull/145) Merge pull request #145 from honzajavorek/honzajavorek/drop-4-add-8 (@honzajavorek)
- [0105f7d](https://github.com/davglass/license-checker/commit/0105f7dcef01a67b8f7c34371d95a1d76b191d5ed) use stderr where applicable (@honzajavorek)
- [0ff8d91](https://github.com/davglass/license-checker/commit/0ff8d917c659446256074c0940ae43dd8493233) add support for LICENSE-MIT and similar (@honzajavorek)
- [f02589e](https://github.com/davglass/license-checker/commit/f02589e62c0ba8221081b8b1799d561c3ff20500) isolate and test the license file detection (@honzajavorek)
- [f0da0fe](https://github.com/davglass/license-checker/commit/f0da0fe2ab28f1658e4edfd4bb034f1b536b9ff8) add warning about commas and test it (@honzajavorek)
- [3db0b6f](https://github.com/davglass/license-checker/commit/3db0b6f05a68ccff4f4181503ca8edce4ef10cd7) fix e2e test (transition from comma delimiter to semicolon) (@honzajavorek)
- [cecb373](https://github.com/davglass/license-checker/commit/cecb373505ac4a2dca211e78427624d009585dc) let Travis CI to cache node_modules (@honzajavorek)
- [8cea3dc](https://github.com/davglass/license-checker/commit/8acea3dccf1d185d3c3ae3f37f44a82d7e123a1988) add Travis CI badge to the README (@honzajavorek)
- [8f59c3b](https://github.com/davglass/license-checker/commit/8f59c3b494f69b1d51535bcff80c0e006d0ef66b) drop support for node 4, add support for node 8 (@honzajavorek)
- [5bb9a17](https://github.com/davglass/license-checker/commit/5bb9a17f89d7e180b3a9d929ebc073135262b2d2f) changes (@davglass)
- [b1e0392](https://github.com/davglass/license-checker/commit/b1e0392afa4b511b7c532125cd3165a828d3d4e3) added contrib (@davglass)
- [#121](https://github.com/davglass/license-checker/pull/121) Add `--summary` mode to show a summary with counts of the used licenses (#121) (@tobilg)
- [#119](https://github.com/davglass/license-checker/pull/119) Fix minor spelling mistakes (#119) (@tobiasbueschel)
- [#118](https://github.com/davglass/license-checker/pull/118) Minor readme text improvements (#118) (@peteruithoven)
- [d2bc5ea](https://github.com/davglass/license-checker/commit/d2bc5ea91ab50becea91d5f0f050955fe9a6ac59) added license parsing info to README (@davglass)
- [3e9d320](https://github.com/davglass/license-checker/commit/3e9d320acb2e9f14297d6a4355680f34a9b0609d) changes (@davglass)

### v13.0.3 (2017/08/04 17:15 +00:00)
- [2caf76b](https://github.com/davglass/license-checker/commit/2caf76be7f2849e153ee28410f3b7a41df3283b5) 13.0.3 (@davglass)
- [fadddc8](https://github.com/davglass/license-checker/commit/fadddc895ef9c6f182e2283c5605a8c1d8fa8a25) [fixes #117] fixed minor URL parsing (@davglass)
- [e58a868](https://github.com/davglass/license-checker/commit/e58a868268aefd97d735b364bd87d03140d76482) changes (@davglass)

### v13.0.2 (2017/07/18 16:24 +00:00)
- [2c712b7](https://github.com/davglass/license-checker/commit/2c712b7c7e6efe916d60f3ef3125f7f019c46d59) 13.0.2 (@davglass)
- [ef812c1](https://github.com/davglass/license-checker/commit/ef812c1168901d08b97dbd450a64ca03bb7062ad) [fixes #114] - Custom URL/File parsing skipped if file found on disk (@davglass)

### v13.0.1 (2017/07/17 12:48 +00:00)
- [a1bf8f1](https://github.com/davglass/license-checker/commit/a1bf8f152b100d81b44757b3b7e141df6a971c44) 13.0.1 (@davglass)
- [e6d0c89](https://github.com/davglass/license-checker/commit/e6d0c893b8a86e12493f7a5c22fd74ef26267994) contrib & changes (@davglass)
- [#113](https://github.com/davglass/license-checker/pull/113) Use LICENSE file in preference to README (#113) (@ibeucaly)
- [6b7f79f](https://github.com/davglass/license-checker/commit/6b7f79f654e21903ea37e4391fb3601ece32e90) changes (@davglass)

### v13.0.0 (2017/07/14 12:49 +00:00)
- [dd9e880](https://github.com/davglass/license-checker/commit/dd9e880abdb234d683d8c1e57e7a5f889c9156de4) 13.0.0 (@davglass)
- [051b20b](https://github.com/davglass/license-checker/commit/051b20b0c4b35f223f724705a0025dacf809373f) cleaned up some tests (@davglass)
- [#110](https://github.com/davglass/license-checker/pull/110) FEATURE: Recognise some custom licenses by file or url (#110) (@dancrumb)
- [#111](https://github.com/davglass/license-checker/pull/111) Resolves #60 (#111) Adding support for GPL and LGPL (@dancrumb)
- [#109](https://github.com/davglass/license-checker/pull/109) FEATURE: Improve license exclusion (#109) (@dancrumb)

- [#108](https://github.com/davglass/license-checker/pull/108) FEATURE: Detect private modules and report them as UNLICENSED (#108) (@dancrumb)

### v12.1.0 (2017/07/12 16:48 +00:00)
- [dc944e5](https://github.com/davglass/license-checker/commit/dc944e54d55d77b0ef6b6321d9abe847662cccb8) 12.1.0 (@davglass)

- [d415c58](https://github.com/davglass/license-checker/commit/d415c580b04bc5eea9f2dc9f9a0a31b244c1bd3) updated contrib and changes (@davglass)

- [#107](https://github.com/davglass/license-checker/pull/107) Merge pull request #107 from dancrumb/feature/support-for-public-domain-licenses (@dancrumb)

- [0c55770](https://github.com/davglass/license-checker/commit/0c55770294167161c48b79cc8a15a6545154a87) FEATURE: Add support for Public Domain licenses (@dancrumb)

### v12.0.0 (2017/07/05 13:33 +00:00)
- [8b74fa1](https://github.com/davglass/license-checker/commit/8b74fa1fe3b5edb0d217aa3ce86f4662eb024621) 12.0.0 (@davglass)

- [4f3367c](https://github.com/davglass/license-checker/commit/4f3367c2bf2e9713a6c0c11341f7f4a70ed400) changes & contrib (@davglass)

- [#106](https://github.com/davglass/license-checker/pull/106) Merge pull request #106 from helio-frota/licensefile-readme (@helio-frota)

- [a229507](https://github.com/davglass/license-checker/commit/a2295073d0178dca1b88e85ea8f52c21d35e52fc) src: the README is added as licenseFile (@helio-frota)

- [b59d90d](https://github.com/davglass/license-checker/commit/b59d90d8705f6f728c817b8993695097d26857b) changes & contrib (@davglass)

### v11.0.0 (2017/05/30 13:33 +00:00)
- [258df10](https://github.com/davglass/license-checker/commit/258df102da484943088da8e0b6160b80c0e703cd) 11.0.0 (@davglass)

- [#102](https://github.com/davglass/license-checker/pull/102) Merge pull request #102 from xswordsx/multiple-licenses (@xswordsx)

- [c5c8b0f](https://github.com/davglass/license-checker/commit/c5c8b0f408f2a26259a7b1109f7cc135ed5b9e4) Check for SPDX-compatible licenses (@xswordsx)

### v10.1.0 (2017/05/25 16:16 +00:00)
- [b52a16d](https://github.com/davglass/license-checker/commit/b52a16d0ba414e7287f82325dd65619cd76afdd1) 10.1.0 (@davglass)

- [f911a99](https://github.com/davglass/license-checker/commit/f911a9919033254945ecbf69362cb17143668e) contrib & changes (@davglass)

- [#100](https://github.com/davglass/license-checker/pull/100) Suppress JSON properties with custom format (#100) (@tbbstny)

- [ed5b3ab](https://github.com/davglass/license-checker/commit/ed5b3ab508250be032958f8233dd3000ee98e85) changelog (@davglass)

### v10.0.0 (2017/05/17 13:51 +00:00)
- [b2c2283](https://github.com/davglass/license-checker/commit/b2c2283cf5a937e64a07ab200ec2379e481903b6) 10.0.0 (@davglass)
- [a0406ac](https://github.com/davglass/license-checker/commit/a0406ac2c7a0b1037ca31b47e36d316b9c088938) [fixes #96] - do not replace newline, etc in licenses for exporting to json/markdown (@davglass)
- [98a03f4a](https://github.com/davglass/license-checker/commit/98a03f4a700ef6d038cc2f9104ea5cf17c82a10ad) [fixes #97] - Added a newline to the output file (@davglass)
- [998](https://github.com/davglass/license-checker/pull/98) Merge pull request #98 from davglass/eslint (@davglass)
- [10fe441](https://github.com/davglass/license-checker/commit/10fe441a2e70e549e57f7da99d2287fc553555500) moved to eslint (@davglass)
- [f82b535](https://github.com/davglass/license-checker/commit/f82b535d3b7f152fa00bb4680e94af18d1c1421d) changelog (@davglass)

### v9.0.3 (2017/04/10 13:42 +00:00)
- [a0fd60f](https://github.com/davglass/license-checker/commit/a0fd60f972b7c84a32117b3d6c1f95bfa2282f27) 9.0.3 (@davglass)
- [#95](https://github.com/davglass/license-checker/pull/95) Merge pull request #95 from abtris/prefix-component (@abtris)
- [3b80272](https://github.com/davglass/license-checker/commit/3b80272a217687c2f0cd7a0c1e98775064d820ff) test: add test for csvComponentPrefix (@abtris)
- [d593554](https://github.com/davglass/license-checker/commit/d593554c1a6b4f7e004e4a23fca88cb7294f8351) feat: add support for csvComponentPrefix (@abtris)
- [5b2eaa1](https://github.com/davglass/license-checker/commit/5b2eaa12d8c54068a01a2cf1fd9bceda8c1f0fa2) added contrib (@davglass)

### v9.0.2 (2017/04/05 14:55 +00:00)
- [f24833b](https://github.com/davglass/license-checker/commit/f24833bce846f608ec3d8c327d335da56c42b895) 9.0.2 (@davglass)
- [#94](https://github.com/davglass/license-checker/pull/94) Merge pull request #94 from timbru31/fix-comma-exclude (@timbru31)
- [2d08a77](https://github.com/davglass/license-checker/commit/2d08a77030362c7ab03ac12358dd524c0be47eee) contrib & changelog (@davglass)

### v9.0.1 (2017/04/05 13:09 +00:00)
- [9f1a1f3](https://github.com/davglass/license-checker/commit/9f1a1f32194a9bb312858f624e303af1ad4f61ca) 9.0.1 (@davglass)
- [c99f612](https://github.com/davglass/license-checker/commit/c99f612fee2d9eb03db0ad41e7918fba6e8ed9) added test for licenseText (@davglass)
- [#93](https://github.com/davglass/license-checker/pull/93) Merge pull request #93 from abtris/licenseText-just-in-customFormat (@abtris)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f85fc585d8e75ab1459e0b0cef43993ba4) fix: allow escaped commas in exclude string (@timbru31)
- [da4d73c](https://github.com/davglass/license-checker/commit/da4d73c0fe22f50ddbe54364eef5b7bbcc7f1a4) test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59b9457df354fa3095189235b6e030df1a) feat: add licenseText only for customFormat (@davglass)
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039cacb50f0df1bf3) updated contribs and changelog (@davglass)

### v9.0.0 (2017/04/04 12:26 +00:00)
- [267e80e](https://github.com/davglass/license-checker/commit/267e80e8c89eef70c71a12bf123d8e6d58dd) 9.0.0 (@davglass)
- [057af47](https://github.com/davglass/license-checker/commit/057af47bc52ac526f646ba21496f338689801809) added licenseFile assertion to tests (@davglass)
- [92](https://github.com/davglass/license-checker/pull/92) Merge pull request #92 from abtris/includeFileContent (@abtris)
- [1cda118](https://github.com/davglass/license-checker/commit/1cda118e1aa18cc391ba2765dca89172943a0f) fix: replace problematics chars for easy import to Excel (@abtris)
- [dd6ecab](https://github.com/davglass/license-checker/commit/dd6ecab1a7b1354c4d1d001491f58dbee0f5e3e63) feat: add licenseText (@abtris)
- [6395498](https://github.com/davglass/license-checker/commit/639549890c54a12043244579ad0c0d5972309fb2) changes and contrib (@davglass)

### v8.0.4 (2017/02/15 16:21 +00:00)
- [28d379a](https://github.com/davglass/license-checker/commit/28d379a51da7a47af324bc66eb63736ea02295) 8.0.4 (@davglass)
- [89](https://github.com/davglass/license-checker/pull/89) Merge pull request #89 from Pawamoy/master (@Pawamoy)
- [90](https://github.com/davglass/license-checker/pull/90) Merge pull request #90 from drewfish/bsd-source-code (@drewfish)
- [b704bc1](https://github.com/davglass/license-checker/commit/b704bc18a43dec246302b8ff6933f8fe5f96ee3a6) guess BSD-Source-Code license (@drewfish)
- [8d31eab](https://github.com/davglass/license-checker/commit/8d31eabf6b71d326f3e63215d6530d7f4acc59) Add docs about customFormat option (@pawamoy)
- [2529d31](https://github.com/davglass/license-checker/commit/2529d3118dfae53f1e01056ec99f5c542cb8d63e) changes (@davglass)

### v8.0.3 (2016/11/10 17:04 +00:00)
- [66fd7b5](https://github.com/davglass/license-checker/commit/66fd7b5ad5577cc2c85668a7c6607365c86a2e85) 8.0.3 (@davglass)
- [87](https://github.com/davglass/license-checker/pull/87) Merge pull request #87 from drewfish/guess-cc0 (@drewfish)
- [668bbd3](https://github.com/davglass/license-checker/commit/668bbd38fd5148f99c5263f4e0506e04d5e3f8a0) guess CC0-1.0, upgraded jshint (@drewfish)

### v8.0.2 (2016/11/09 21:57 +00:00)
- [0bdded8](https://github.com/davglass/license-checker/commit/0bdded8cb990e1f5f5acde1c12cc708185a5b866) 8.0.2 (@davglass)
- [ef67bb4](https://github.com/davglass/license-checker/commit/ef67bb454373352343f4a9d4dc978a295bd1544) updated semver (@davglass)
- [14b5c85](https://github.com/davglass/license-checker/commit/14b5c8551c5b85c5ce8aa76fb5367857c891d013) Changelog (@davglass)

### v8.0.1 (2016/11/09 21:51 +00:00)
- [594871d](https://github.com/davglass/license-checker/commit/594871d6197a030121f940500495e6ca7d82f02c) 8.0.1 (@davglass)
- [c243663](https://github.com/davglass/license-checker/commit/c243663b0ab8a0126251292a57b2c47369a5lebf) added contrib (@davglass)
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- [#86](https://github.com/davglass/license-checker/pull/86) Merge pull request #86 from drewfish/copying (@drewfish)
- [380aa26](https://github.com/davglass/license-checker/commit/380aa26799cb527739907484e69c6daed0d5f17a) also support COPYING file (@drewfish)
- [329c367](https://github.com/davglass/license-checker/commit/329c3676d0cd5c5947a53fd205ff23b767b7ff82) handling undefined@undefined error better (@davglass)
- [f193a07](https://github.com/davglass/license-checker/commit/f193a072632a0d660b6361c56c3bd2fe109474) changelog (@davglass)

### v8.0.0 (2016/09/09 13:23 +00:00)
- [44c2c48](https://github.com/davglass/license-checker/commit/44c2c48ae177915523fd89a74474fe0953408bf) 8.0.0 (@davglass)
- [b5f5c6a](https://github.com/davglass/license-checker/commit/b5f5c6a03a8c60c52fdd308f1721744a4baaa99) [fixes #78] - include notice file if found (@davglass)
- [dfcbd6f](https://github.com/davglass/license-checker/commit/dfcbd6f4966ad5e065f71e45cd08ba8fe62ab) changelog (@davglass)
- [99976d0](https://github.com/davglass/license-checker/commit/99976d07980e241384be10341d0305d08de9ca5) 7.1.1 (@davglass)
- [ef857b7](https://github.com/davglass/license-checker/commit/ef857b7e9bab706299a1cc565ec5d144893af424) [fixes #77] fixed readme file name parsing, made it more strict (@davglass)

### v7.1.1 (2016/09/07 19:16 +00:00)
- [28be6d4](https://github.com/davglass/license-checker/commit/28be6d4128a3625cf8ed37ba149e79ed3a41b4fa) changelog (@davglass)

### v7.1.0 (2016/09/07 15:12 +00:00)
- [f8b7f1](https://github.com/davglass/license-checker/commit/f8b7f1c367dfe86342ee5f5cc97171bf97281aa) 7.1.0 (@davglass)
- [60fcef1a](https://github.com/davglass/license-checker/commit/60fcef1a2a4a4ef5add98a08dd8c8a85870db3f4a6) Fixed order of operations for parsing (@davglass)
- [9d4db11](https://github.com/davglass/license-checker/commit/9d4db1127948b8110a1bfe0afbe2d3e63bc812299) Updated changelog (@davglass)

### v7.0.0 (2016/09/06 14:50 +00:00)
- [a3a08da](https://github.com/davglass/license-checker/commit/a3a08da70b680d72405f655e107f36b16b4f5ea) 7.0.0 (@davglass)
- [b993399](https://github.com/davglass/license-checker/commit/b9933994472162cc9c4292cb42f2900e17a5167f) added contrib (@davglass)
- [d783029](https://github.com/davglass/license-checker/commit/d7830297b053496e45b7145b3ca5809ac88b1d1) Fixes #76 - If readme data not found, look for it on disk (@davglass)
- [#75](https://github.com/davglass/license-checker/pull/75) Merge pull request #75 from revov/master (@revov)
- [6204a24](https://github.com/davglass/license-checker/commit/6204a244ee71ae0329bf4f2e1ca6cf37713741f32) Fix incorrect example in README (@revov)
- [90e24ac](https://github.com/davglass/license-checker/commit/90e24ac9ad20591d5ac166cc2974034fb997b30a) Added changelog (@davglass)
- [dd768c6](https://github.com/davglass/license-checker/commit/dd768c68c8b39b596881a2edc582ad4d816879) Added contributors (@davglass)
### v6.0.0 (2016/08/26 19:46 +00:00)
- [4bca140](https://github.com/davglass/license-checker/commit/4bca140db752b7b98ad1e261e5ee965d84995741) 6.0.0 (@davglass)
- [889ff17](https://github.com/davglass/license-checker/commit/889ff17ae0b1a2180f4c9100ca9ea528a264d81) updating tests (@davglass)
- [ed18801](https://github.com/davglass/license-checker/commit/ed188010351c4afbb44db0d32dfa1025de53bf10f) Merge branch 'nodeback' of git://github.com/bengl/license-checker into bengl-nodeback (@davglass)
- [34bb266](https://github.com/davglass/license-checker/commit/34bb26677cd0e25500fa545df4f1e8ae6f216b8cc7) dropping node 0.10 and adding node 6.0 to travis (@davglass)
- [1d30667](https://github.com/davglass/license-checker/commit/1d3066747af7e2cad31f2b7d67d5784c7922bb) updating tests (@davglass)
- [65d7c73](https://github.com/davglass/license-checker/commit/65d7c73f7967111003fcc71a24a4a5391bd48046) Cleaned up some code (@davglass)
- [7f53998](https://github.com/davglass/license-checker/commit/7f53998a06cbb5fd9ff6430b3588a3b3cf81339) Merge branch 'master' of git://github.com/amittkSharma/license-checker into amittkSharma-master (@davglass)
- [28e4462](https://github.com/davglass/license-checker/commit/28e4462543724685080c16232dc2bd57cabb1c30) Added tests and cleaned up linting (@davglass)
- [153857a](https://github.com/davglass/license-checker/commit/153857a251a97d14ac883f6479579844b2980b5aa) Publisher Information incorporated.
- [1265c83](https://github.com/davglass/license-checker/commit/1265c83d186ab1609dbda4124f23f8aa15846) Added ability to output individual license files (@aweber1)
- [49e11d0](https://github.com/davglass/license-checker/commit/49e11d049645d6567e6fd3c778a5f4eb13af888) fix tests (@bengl)
- [26ff6c6](https://github.com/davglass/license-checker/commit/26ff6c63d43c372c9a18f9c0c137608b3d5e4fa) use nodeback/errback (@bengl)

### v5.1.2 (2016/05/04 18:32 +00:00)
- [7101c77](https://github.com/davglass/license-checker/commit/7101c77667ad134fe01f02c298e7df2a4080e311) 5.1.2 (@davglass)
- [867](https://github.com/davglass/license-checker/pull/67) Merge pull request #67 from graingert/patch-2 (@grainert)
- [a6ee290](https://github.com/davglass/license-checker/commit/a6ee290eb7fced220defe8548f80ec74fde3a2) Upgrade read-installed (@grainert)
- [42e29c6](https://github.com/davglass/license-checker/commit/42e29c637940959121842672d74921bece5e8d93) migrating tests from vows to mocha (@davglass)

### v5.1.1 (2016/04/14 13:20 +00:00)
- [6ae0334](https://github.com/davglass/license-checker/commit/6ae03348ca8e5835ac732028a9db664a381cf4) 5.1.1 (@davglass)
- [0720a46](https://github.com/davglass/license-checker/commit/0720a46569f3e12eb398165526944f070e08aad6) Fixes #64 - Turn off color for --json/markdown/csv options (@davglass)

### v5.1.0 (2016/03/09 15:50 +00:00)
- [86772d2](https://github.com/davglass/license-checker/commit/86772d202b63d4a4c6729b9a774193ca6ef5cb3f) 5.1.0 (@davglass)
- [6f1](https://github.com/davglass/license-checker/pull/61) Merge pull request #61 from sgtduck/master (@sgtduck)
- [6547ac1](https://github.com/davglass/license-checker/commit/6547ac1ded58560c7c4abdc68fa69d17b811fe1e) Removed obsolete $key.name assignment from tests (@sgtduck)
- [00b18a6](https://github.com/davglass/license-checker/commit/00b18a6012387e1a4a8284e07bf2d08740e03ddd) Added a --relativeLicensePath option to display the license file relatively to the current path. (@sgtdck)
- [629da20](https://github.com/davglass/license-checker/commit/629da201e0d1170057fd9efe05efc82932f1bda) Added latest contributors (@davglass)

### v5.0.1 (2016/02/08 15:57 +00:00)
- [33731fca](https://github.com/davglass/license-checker/commit/33731fca482936a7a18ffe3fca2f3cd41e3a625) 5.0.1 (@davglass)
- [fe06eaef](https://github.com/davglass/license-checker/commit/fe06eaef8844d0500a008d576a221dd65131de) Fixed replace (@davglass)
- [997914f](https://github.com/davglass/license-checker/commit/997914f4d6f94030452d4d9bf549eb156ae8ef7c0) fix git+https URLs (@graingert)
- [#57](https://github.com/davglass/license-checker/pull/57) Merge pull request #57 from Damien-Larmine/doc-license-asterisk (@Damien-Larmine)
- [2adff2d](https://github.com/davglass/license-checker/commit/2adff2da98a5af79497a162e4998eb5892ab31c3) Explicit the asterisk in license report (@Damien-Larmine)
- [b2fc9cf](https://github.com/davglass/license-checker/commit/b2fc9cf2a8ea008c7593037d046f245a7ce7f25) 5.0.0.0 (@davglass)
- [7f71c53](https://github.com/davglass/license-checker/commit/7f71c53833cf1318ffe84215fcb129f19ce4fb5) updated contributors (@davglass)

### v5.0.0 (2016/01/22 15:31 +00:00)
- [#55](https://github.com/davglass/license-checker/pull/55) Merge pull request #55 from davglass/devflag (@davglass)
- [f1d8f2](https://github.com/davglass/license-checker/commit/f1d8f20d5d7248a4f61e2fc2979fdfe91a6ec6) supporting --production and --development flags (@davglass)
- [#53](https://github.com/davglass/license-checker/pull/53) Merge pull request #53 from swashcap/enhancement/#46-verbose-output (@swashcap)
- [#54](https://github.com/davglass/license-checker/pull/54) Merge pull request #54 from davglass/travis-updates (@davglass)
- [2ac80d9d](https://github.com/davglass/license-checker/commit/2ac80d9d2d59340698630144256096a9e23f22) fixing tests in other node versions (@davglass)
- [78820ac](https://github.com/davglass/license-checker/commit/78820ac33ab8aedd7409ce8a5f887705c8b2848e) travis config updates (@davglass)
- [f94263b](https://github.com/davglass/license-checker/commit/f94263b203046e2f33d64997b0261498010eb38d) Update documentation for debug use. (@swashcap)
- [429e444d](https://github.com/davglass/license-checker/commit/429e444d97527221e2f2bb03af9d67820015446f) Change `console.error` call to use debug module. (@swashcap)
- [7312daf](https://github.com/davglass/license-checker/commit/7312daf7af195a1b9d1bf290fae15963fbb2ab4) Add debug to project. (@swashcap)

### v4.2.0 (2015/10/20 13:44 +00:00)
- [3583d92](https://github.com/davglass/license-checker/commit/3583d925e96fe9f63b3bbf0110b11e8484aed0e7) 4.2.0 (@davglass)
- [981e6da](https://github.com/davglass/license-checker/commit/981e6da898084dea88d54e29c56da93c5313fb6) Fixes #49: Default to unknown if licenses null and added ISC support (@davglass)

### v4.1.2 (2015/09/29 13:46 +00:00)
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- [ba946dd](https://github.com/davglass/license-checker/commit/ba946dd1065e762c36b27dcecd9bb7389ad18d4) 4.1.2 (@davglass)
- [#48](https://github.com/davglass/license-checker/pull/48) Merge pull request #48 from CantemoInternal/master (@CantemoInternal)
- [e314a6d](https://github.com/davglass/license-checker/commit/e314a6d1f505d19478c33871640a763fabff6abd) Fix json, csv and markdown output for license-checker (@mattiasa)

### v4.1.1 (2015/09/12 14:39 +00:00)
- [c918314](https://github.com/davglass/license-checker/commit/c918314bfc687b647d1d288bb5857dd1caac1393) 4.1.1 (@davglass)
- [#47](https://github.com/davglass/license-checker/pull/47) Merge pull request #47 from tmpvar/ensure-bin-runs (@tmpvar)
- [a842eca](https://github.com/davglass/license-checker/commit/a842eca4f008c07df3039dcaccd4641d7273625) add missing ) (@tmpvar)
- [1d513bb](https://github.com/davglass/license-checker/commit/1d513bb673d726f34286061446f965e46d96170e) ensure bin/license-checker works at a high-level (@tmpvar)

### v4.1.0 (2015/09/09 14:52 +00:00)
- [a4bb437](https://github.com/davglass/license-checker/commit/a4bb437fafa806c0832877da26d7a107863d0a1f) 4.1.0 (@davglass)
- [ddd317a](https://github.com/davglass/license-checker/commit/ddd317a5a09344f0021812b8dece2f39bbbf07a0) fixed all of the windows line endings (@davglass)
- [11e6487](https://github.com/davglass/license-checker/commit/11e648704484435e1e6f8e0f9b0f13e6b2737a6b) Fix issues caused by merge (@ptusch)
- [313a7ed](https://github.com/davglass/license-checker/commit/313a7edc3dbdf8d50e43ba8da89306d3c89326bc) Merge remote-tracking branch `remotes/upstream/master` into ft_custom_format (@ptusch)
- [1f5e326](https://github.com/davglass/license-checker/commit/1f5e326d2ca91f8a396b9e02ef3eac9fd82a82) added contributors to package.json (@davglass)
- [#45](https://github.com/davglass/license-checker/pull/45) Merge pull request #45 from hufsm/ft_error_handling (@hufsm)
- [c806034](https://github.com/davglass/license-checker/commit/c806034ab66eaec1297d0c23af536b290ba8c81) Remove unused var statement (@ptusch)
- [778b1fa](https://github.com/davglass/license-checker/commit/778b1faa9e1be0c81654516502522d2dbf17ef) More tests to fulfill the required % (@ptusch)
- [22257d9](https://github.com/davglass/license-checker/commit/22257d95490765db816578cc48c2b5b62699f1aa) Add tests for licenses (WTFPL) (@ptusch)
- [0fe7561](https://github.com/davglass/license-checker/commit/0fe75611a73970fe9e9e0aabb2d4dbee5250435b2) Remove unused filter option (never used) (@ptusch)
- [83c3a10](https://github.com/davglass/license-checker/commit/83c3a10493a5a0f5fbaf6c0e8b5c03f9cd4f65d6) Change license shortcut for WTFPL (@ptusch)
- [3e348db](https://github.com/davglass/license-checker/commit/3e348dbe5fee7bd356ebebf3cd34e69329dbc8c1) More tests for the custom formatter (@ptusch)
- [96e2c6f](https://github.com/davglass/license-checker/commit/96e2c6f24c509df2bf3f6b8b83a613fe8dd9ecc) Add tests for customFormatter (@ptusch)
- [c9948c4](https://github.com/davglass/license-checker/commit/c9948c4b7b2cccd053ba63f4f2a6a6d0a46493) Add test configs (@ptusch)
- [4b2dea0](https://github.com/davglass/license-checker/commit/4b2dea0c124f6a63abd2129625825c3b5a6570) Fix merge issues - semicolon slipped through (@ptusch)
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### v4.0.0 (2015/09/04 13:40 +00:00)
- [3fbba5b](https://github.com/davglass/license-checker/commit/3fbba5bd5a489ea8c17328eabf71c4d5e9beb17e) 4.0.0 (@davglass)
- [ce8d661](https://github.com/davglass/license-checker/commit/ce8d66108a49af7855c16231ce675c567a2ffe7f) tests: added 100% coverage for license file (@davglass)
- [#42](https://github.com/davglass/license-checker/pull/42) Merge pull request #42 from ptusch/ft_onlyunknown (@ptusch)
- [8929e90](https://github.com/davglass/license-checker/commit/8929e90413be0362f19e755048e9218c372abf68) Add tests for the error generation (@ptusch)
- [1a93a41](https://github.com/davglass/license-checker/commit/1a93a41569a53a1580c94c2e903a5bc127ad2692) Add error handling (@ptusch)
- [6b79145](https://github.com/davglass/license-checker/commit/6b791457463dca71b22b09e0ef16bbf982db682) Add additional check to negate the test (@ptusch)
- [559e72c](https://github.com/davglass/license-checker/commit/559e72ccab2420bc42f28b498702dad13e9f67a) Add test for the first function call. (@ptusch)
- [faf8ffd](https://github.com/davglass/license-checker/commit/faf8ffd69fd8ae4754584a9b47b57a7b6ea738856) Remove trivial UNKNOWN check (@ptusch)
- [6fa44ef](https://github.com/davglass/license-checker/commit/6fa44ef8c045ab2baa1291b45990e52f52a0d0e2) Merge branch 'master' into ft_custom_format (@ptusch)
- [eef23d9](https://github.com/davglass/license-checker/commit/eef23d991cfc04dc6980fb13f461408da822b1f) Merge branch 'master' into ft_onlyunknown (@ptusch)
- [c287959](https://github.com/davglass/license-checker/commit/c2879592858805d7ecd0304a39c5ef079e6a7c) Add option to only show unknown licenses (@ptusch)
- [#43](https://github.com/davglass/license-checker/pull/43) Merge pull request #43 from senotrusov/master (@senotrusov)
- [d7a663f](https://github.com/davglass/license-checker/commit/d7a663f9dee4d7a648a62c9dbd84d5667ee540) Add test for exclude option. (@senotrusov)
- [45a27de](https://github.com/davglass/license-checker/commit/45a27de02a3c1d57a86e3f8e14b6e335788c23b) Add option to exclude from the output modules which licenses are in the comma-separated list (@senotrusov)
- [#41](https://github.com/davglass/license-checker/pull/41) Merge pull request #41 from ptusch/ft_path_to_unknown_dependency (@ptusch)
- [1ff5f22](https://github.com/davglass/license-checker/commit/1ff5f225fd2ba97edfd3e3f6462981832740c19) Add option to see the path of a dependency if unknown (@ptusch)
- [ea4d629](https://github.com/davglass/license-checker/commit/ea4d6297de32d94201bb4786da7ba824d928c8f2) Add additional 'undefined' checks (@ptusch)
- [af043a2](https://github.com/davglass/license-checker/commit/af043a2c11af45d28bfe71914cd10672855b3297) Merge branch 'master' into ft_custom_format (@ptusch)
- [2d94a19](https://github.com/davglass/license-checker/commit/2d94a19ecee177836345a4227893a82d956141b2e) updating the docs for --unknown to make it clear (@davglass)
- [38a2bd2](https://github.com/davglass/license-checker/commit/38a2bd28a9597fd0b6d844258f1070054b38bbcf) Fix codestyle and whitespaces (@ptusch)
- [dd173ba](https://github.com/davglass/license-checker/commit/dd173badc65368dc6140476f5eae3768bf9618) Add --customPath in README.md (@ptusch)
- [911fc1c](https://github.com/davglass/license-checker/commit/911fc16b5cc27a32aaac60bb409c08be138bc707) Finalize the customFormat (markdown) (@ptusch)
- [8102091](https://github.com/davglass/license-checker/commit/8102091f7949fa8b737cf803e4aeed3624b81148) Add functionality to add a custom format (@ptusch)

### v3.1.0 (2015/06/29 14:25 +00:00)
- [59e1e58](https://github.com/davglass/license-checker/commit/59e1e58ca0bea1cd38e3da1712fe7ca624d860b0) 3.1.0 (@davglass)
- [0e33f7a](https://github.com/davglass/license-checker/commit/0e33f7a2cb9fa69d13d1eb2b569f70f885e09e08) reformatted code, fixed lint issues and added tests (@davglass)
- [83a7f09](https://github.com/davglass/license-checker/commit/83a7f0933d1cfc331279e53f1cc13e4e9ace91) Merge branch 'asMarkdown' of git://github.com/ptusch/license-checker into ptusch-asMarkdown (@davglass)
- [703ad47](https://github.com/davglass/license-checker/commit/703ad4714173559e05267e8fd24e74eb9d3ae0) fixing tests (@davglass)
- [2d9fffd](https://github.com/davglass/license-checker/commit/2d9fffd75192e9812692c9099481d23e265bb493) Added Markdown Option (@ptusch)
- [67dca36](https://github.com/davglass/license-checker/commit/67dca365b941a7265e4a98d2d533b2c761b169) Remove color tags (@ptusch)

### v3.0.3 (2015/06/03 13:35 +00:00)
- [7475c12](https://github.com/davglass/license-checker/commit/7475c129bf21298e4161d9692a962ae537401e8) 3.0.3 (@davglass)
- [c7dae0f](https://github.com/davglass/license-checker/commit/c7dae0fe5317a17b3aef61e8c118f6ac6bb43a56) spdx license (@davglass)

### v3.0.2 (2015/05/12 20:29 +00:00)
- [01f3b53](https://github.com/davglass/license-checker/commit/01f3b5384998be6243d38e0d95a4478e5fe3ca5) 3.0.2 (@davglass)
- [fc0c0e83](https://github.com/davglass/license-checker/commit/fc0c0e832ee291ce55e53ef6b37a7b9d89f191bc7) defensive code, fixes #34 (@davglass)

### v3.0.1 (2015/05/04 12:28 +00:00)
- [0479570](https://github.com/davglass/license-checker/commit/0479570af87ecce9b37fbb25afaee7faae6636) 3.0.1 (@davglass)
- [d85e355](https://github.com/davglass/license-checker/commit/d85e355b55998952facf202ebaf8d374efc69a7e) Checking for valid path first (@davglass)

### v3.0.0 (2015/04/24 14:38 +00:00)
- [e22b61d](https://github.com/davglass/license-checker/commit/e22b61d5d32fe7ffbf18627f55a97e1863a78096) 3.0.0 (@davglass)
- [fde9635](https://github.com/davglass/license-checker/commit/fde963583dd207eca4badfb3e0d33a038f17b5) always try to find and log the license file (@davglass)

### v2.0.2 (2015/01/26 18:18 +00:00)
- [490f31d](https://github.com/davglass/license-checker/commit/490f31d6820f068814cfe27adf3af1ac6d58f733) 2.0.2 (@davglass)
- [a3fefdb](https://github.com/davglass/license-checker/commit/a3fefdb8fafd7ec64714defb793d757a9e8ad065) fixes #30 (@davglass)

### v2.0.1 (2015/01/12 18:34 +00:00)
- [898fbd5](https://github.com/davglass/license-checker/commit/898fbd53fa289338c8a9a1735ee440c2a6c525) 2.0.1 (@davglass)
- [2da23db](https://github.com/davglass/license-checker/commit/2da23db2f240e7e73efdf93cc554e4d7783af225) cleaned up spacing and moved vars around (@davglass)
- [d47dbe4](https://github.com/davglass/license-checker/commit/d47dbe45c992dbbd15bf48eaf7f18ee0ca737) fixes #29 (@davglass)

### v2.0.0 (2014/12/04 16:34 +00:00)
- [f94edfe](https://github.com/davglass/license-checker/commit/f94edfec7a9914b4a36f455e8bfec6230d6f7a5e) 2.0.0 (@davglass)
- [f4c7b1a](https://github.com/davglass/license-checker/commit/f4c7b1a3d4e9c0e4753a9b26de751714fe7f051e) syntax cleanup (@davglass)
- [d189623](https://github.com/davglass/license-checker/commit/d1896234a5649621ee57ff9a901877d7693179d194) Document CLI options in Readme. (@timoxley)
- [11e204c](https://github.com/davglass/license-checker/commit/11e204c5c078aaee1f165fa010da229d2a9fb4b5) Default to --no-colour for json, csv & file output. (@timoxley)
- [7e80d50](https://github.com/davglass/license-checker/commit/7e80d50c733f8ee42c7b4a79dc3344b3dd330c0f) Add --out flag for writing an output file. (@timoxley)
- [47bffe9](https://github.com/davglass/license-checker/commit/47bffe9e0e249b2847c8ed4f3eaaadb0d6d771b9) Always print to stdout, don't write files. (@timoxley)
- [b725080](https://github.com/davglass/license-checker/commit/b725080d2dbdadbfe0994867577d4c5e3dc0ee2a) Don't print info messages to stdout. (@timoxley)

### v1.0.1 (2014/11/27 15:23 +00:00)
- [e60f792](https://github.com/davglass/license-checker/commit/e60f792159351aa7ccf1ff7a73e289aafe261a5) 1.0.1 (@davglass)
- [3f74178](https://github.com/davglass/license-checker/commit/3f7417822dc88049781d1be4ed84190d327df15c) Merge branch 'fixinfinitercursion' of github.com:yzapuchlak/license-checker into yzapuchlak-fixinfinitercursion (@davglass)
- [dc78eaf0](https://github.com/davglass/license-checker/commit/dc78eaf0dca54625340c89fec2dec6818dc4cc1c) sticking vows 0.8.0 for testing (@davglass)
- [bd549b3](https://github.com/davglass/license-checker/commit/bd549b3b68ee74fdd0e8dcal0d5f88a8bb51ca6) Fixed issue where circular dependencies in dependency tree would cause the flatten function to infinitely recurse. If the current key is found to be already in the data object (which means it was already processed), we stop processing that key and return the data object. (@yzapuchlak)

### v1.0.0 (2014/11/21 13:56 +00:00)
- [917193d](https://github.com/davglass/license-checker/commit/917193dab27147534976b71307a77f48198ca322)
1.0.0 (@davglass)
- [63e5f9c](https://github.com/davglass/license-checker/commit/63e5f9c77e348720b3867171bccc67541e846d088) added options.filter to checker.init (@davglass)

### v0.1.2 (2014/11/20 15:48 +00:00)
- [8e5f5f0](https://github.com/davglass/license-checker/commit/8e5f5f07f83252e4039f6c7d16cc266acc1a33a) 0.1.2 (@davglass)
- [3d7a74e](https://github.com/davglass/license-checker/commit/3d7a74e90122f908057b2008ab29d8bd49011291) fixed lint issue (@davglass)

### v0.1.1 (2014/11/20 15:47 +00:00)
- [750d507](https://github.com/davglass/license-checker/commit/750d5079d32b44ec984ff7ed672498d1b197235) 0.1.1 (@davglass)
- [94522e0](https://github.com/davglass/license-checker/commit/94522e0994343dfdf163c3f2c5cabc3e6aa196cf8) fixed merge issues (@davglass)

### v0.1.0 (2014/11/20 15:41 +00:00)
- [8127f5e](https://github.com/davglass/license-checker/commit/8127f5e79eecebd7fd86cd5f694080e4183dc11) 0.1.0 (@davglass)
- [76c71ac](https://github.com/davglass/license-checker/commit/76c71ac46baeca8c349fe5892dcb659e859b608) Updated to newer read-installed (@davglass)

### v0.0.10 (2014/08/12 12:48 +00:00)
- [807507d](https://github.com/davglass/license-checker/commit/807507df1da293bc036a0dffe725a9f11331ff2b) 0.0.10 (@davglass)
- [e39ad9b](https://github.com/davglass/license-checker/commit/e39ad9bce6b454772e241e2e7aba8f40d5bbb) Added checking that the license file is a normal file, because otherwise an appropriately named directory crashes the license-checker through EISDIR, illegal operation on a directory.
- [40ca4da](https://github.com/davglass/license-checker/commit/40ca4dadbc163ca774c87b1de249bd295952faa9) colorize (@couchand)

### v0.0.9 (2014/07/29 01:48 +00:00)
- [c14ef79](https://github.com/davglass/license-checker/commit/c14ef79f10950f0f985e7e0b3138147b98ab1ec) 0.0.9 (@davglass)
- [ba1b66b](https://github.com/davglass/license-checker/commit/ba1b666b172a2f9f8dbc65f40206820bc0916b) Fixes #12 - Using some nicer regexes (@davglass)
- [bce94d5](https://github.com/davglass/license-checker/commit/bce94d5a8ab2f146356851776b2543df65f750) case insensitive check (@davglass)
- [87c3406](https://github.com/davglass/license-checker/commit/87c3406ae2507eaf1d00d592f6db59a167e48) Allow for LICENCE (@gdw2)

### v0.0.8 (2014/07/07 20:10 +00:00)
- [ad6ee2a](https://github.com/davglass/license-checker/commit/ad6ee2e1813e698e7f995e98dcdabfd9616fa33) 0.0.8 (@davglass)
- [b8c5815](https://github.com/davglass/license-checker/commit/b8c58151135f79d1fbd1c5194d034c012073f) added tests and refactored the code a little (@davglass)
- [275f276](https://github.com/davglass/license-checker/commit/275f276d66e6d5635f9c5b57e9a978e286f2d174) Added --csv option to readme file
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- [d91eb72](https://github.com/davglass/license-checker/commit/d91eb7289466853ae6e884488b953b4d3d98ebab5) Apparently abbrev is now at version 1.0.5 which caused the unit test to fail.
- [40b4a42](https://github.com/davglass/license-checker/commit/40b4a420e520c2008b9395d1a8fd38b56f846f5) Modified changes based on lshint output during Travis build
- [54e2390](https://github.com/davglass/license-checker/commit/54e2390cefd1dc664a15cd3a843472727889f48b) Added csv output option similar to the existing JSON output option. Requires an output filename.

### v0.0.7 (2014/02/26 04:52 +00:00)
- [1ce6d42](https://github.com/davglass/license-checker/commit/1ce6d42147b2d0237870818e8059003b331816cf) 0.0.7 (@davglass)
- [7d04195](https://github.com/davglass/license-checker/commit/7d041959540c68b3c5f427007c43cd6c73c6adfb) Added not check and a proper test (@davglass)
- [40d6e25](https://github.com/davglass/license-checker/commit/40d6e2580946c3cee1d408ebe28ff523852e8eb2) Undefined handling (@garrows)
- [90217d0](https://github.com/davglass/license-checker/commit/90217d070f6d2cf76e6b4e7b16160d5eef6ae840d) travis Stuff (@davglass)
- [2bd76c8](https://github.com/davglass/license-checker/commit/2bd76c894740cd83f62466e0c7341832c6432d8b) 0.0.6 (@davglass)
- [6f390ff](https://github.com/davglass/license-checker/commit/6f390f660b31a07939e6d325796bdcbefb5907) Added some better tests (@davglass)
- [2dbac3](https://github.com/davglass/license-checker/commit/2dbac37b5795ceb6db53452d0e41d1c4bc3153f) Looking for WTFPL as well as the string (@davglass)
- [5d91a07](https://github.com/davglass/license-checker/commit/5d91a073a8b76ee9a497c1e3b83198ce97e144fd) Flattened array of one (@davglass)
- [e95da82](https://github.com/davglass/license-checker/commit/e95da820e63e0d56c4567f1cfad07142d3110eca) Fixed extra var (@davglass)
- [fe8f2f7](https://github.com/davglass/license-checker/commit/fe8f2f7d39d520c0c4d87d34c9d4f55d59f4222d) Removing unnecessary log statement (@paulmand3l)
- [72a6f24](https://github.com/davglass/license-checker/commit/72a6f2403de43ecf5ec07bb504cb931ce536a3) Adding license checks in the LICENSE file (and variations) (@paulmand3l)
- [#7](https://github.com/davglass/license-checker/pull/7) Merge pull request #7 from jamesbloomer/master (@jamesbloomer)
- [a81ee0](https://github.com/davglass/license-checker/commit/a81ee0a27f580688e371cc15015e848f591bb92) Fixed missing “install” in npm -g (@jamesbloomer)
- [416b012](https://github.com/davglass/license-checker/commit/416b01219e07a8274e05cd883ec050376902adeb) Updated Version (@davglass)
- [6d9bd1e](https://github.com/davglass/license-checker/commit/6d9bd1e195202c871693d4b1e9bac8c055683e8b) Fixed lint issue and added a test placeholder. Will add more tests soon (@davglass)
- [655a316](https://github.com/davglass/license-checker/commit/655a316f6448daf3c449fbb88e8878a95a8b153e) Added Travis test file (@davglass)
- [99895df](https://github.com/davglass/license-checker/commit/99895df6d3ac0f9ae4e8c935311fb1b3f88a688e) Version Bump (@davglass)
- [#4](https://github.com/davglass/license-checker/pull/4) Merge pull request #4 from badunk/refactor (@badunk)
- [1123a1b](https://github.com/davglass/license-checker/commit/1123a1baefc1975f8c36cb59952254cd66c31017) Merge branch 'master' of https://github.com/davglass/license-checker (@badunk)
- [191612e](https://github.com/davglass/license-checker/commit/191612e5c21a01bd453368299a14cc5ff1c6fb13) Version Bump (@davglass)
- [#2](https://github.com/davglass/license-checker/pull/2) Merge pull request #2 from badunk/circular (@badunk)
- [9b5a117](https://github.com/davglass/license-checker/commit/9b5a1175892254e96d72f3d8dc793dce42bde37) fixed special case when an empty array is passed to license/licenses (@badunk)
- [025668b](https://github.com/davglass/license-checker/commit/025668b0a62b0d5b58662ce6aead91de909a6fef) fixed bug with multiple licenses objects not showing (@badunk)
- [e6bd5f2](https://github.com/davglass/license-checker/commit/e6bd5f2a8e5f9ebed29982014fa4d4586f63d06a) cleaned up the code (@badunk)
- [e6bd5f2](https://github.com/davglass/license-checker/commit/e6bd5f2a8e5f9ebed29982014fa4d4586f63d06a) added check for circular dependencies (@badunk)
- [825b40c](https://github.com/davglass/license-checker/commit/825b40cb61fee36dd60751daa9d44e28853587ac) Version Bump (@davglass)
- [91](https://github.com/davglass/license-checker/pull/1) Merge pull request #1 from mwilliamson/master (@mwilliamson)
- [2f24319](https://github.com/davglass/license-checker/commit/2f24319dd8dd212a1f78ad91a7fee21d50ab762) Don't ignore license field if it's a string (@mwilliamson)
- [7b8c34f](https://github.com/davglass/license-checker/commit/7b8c34f75b04a7541bf23d596bbbae5447492c53) Initial Commit (@davglass)

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### v4.0.1 (2016-12-14)

#### WHOOPS

* [fb9b1ce](https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6)
  Merged so many patches at once that the code fencing
  ([@adius](https://github.com/adius)) added got broken. Sorry,
  ([@adius](https://github.com/adius))!
  ([@othiym23](https://github.com/othiym23))

### v4.0.0 (2016-12-13)

#### BREAKING CHANGES

* [651d447](https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793de3fc706aa)
  When parsing String-typed arguments, if the next value is `''`, don’t simply
  swallow it. ([@samjonester](https://github.com/samjonester))

#### PERFORMANCE TWEAKS

* [3370ce8](https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84ddbcdf252a9)
  Simplify initialization. ([@elidoran](https://github.com/elidoran))
* [356e58e](https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bdec44c2c0526a09)
  Store `Array.isArray(types[arg])` for reuse. ([@elidoran](https://github.com/elidoran))
* [0d95e90](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2c80b94e5d14a07e)
  Interpret single-item type arrays as a single type. ([@samjonester](https://github.com/samjonester))
* [07cc69d3](https://github.com/npm/nopt/commit/07cc69d3b5186450941bb505550bceb78a0e925)
  Simplify key-value extraction. ([@elidoran](https://github.com/elidoran))
* [39bf6e5c](https://github.com/npm/nopt/commit/39bf6e5c65ac47f60cd4a1fbeece5cd4c834c254)
  Only call `Date.parse(val)` once. ([@elidoran](https://github.com/elidoran))
* [934943d](https://github.com/npm/nopt/commit/934943dffeceb55123a2b15959f2e2a359319a5dbd)
  Use `osenv.home()` to find a user’s home directory instead of assuming it’s
  always `~SHOME`. ([@othiym23](https://github.com/othiym23))

#### TEST & CI IMPROVEMENTS

* [326ffff](https://github.com/npm/nopt/commit/326ffff7f78a00bcd316adecf69075f8a8093619)
  Fix `/tmp` test to work on Windows.
  ([@elidoran](https://github.com/elidoran))
* [c89d31a](https://github.com/npm/nopt/commit/c89d31a49d14f2238bc6672db08dafa697bbc57f1b)
  Only run Windows tests on Windows, only run Unix tests on a Unix.

Open Source Used in DNAC Platform Antelope 12253
#### DOC TWEAKS

* ["affd3d1"](https://github.com/npm/nopt/commit/affd3d1d0addffa93006397b2013b18447339366)
  Refresh Travis to run the tests against the currently-supported batch of npm versions. (@helio[https://github.com/helio-frota])

* ["55f9449"](https://github.com/npm/nopt/commit/55f94497d163ed4d16dd55fd6c4fb95cc440e66d)
  `tap@8.0.1` (@othiym23[https://github.com/othiym23])

### 1.2.11, January 15th, 2017

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

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"Qt Design Studio" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for Application Development" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.
"Qt for Device Creation" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Qt for MCUs" shall mean The Qt Company's productized offering, which consist of all versions of modules and tools as set forth in Appendix 1.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"Renewal Term" shall mean an extension of previous License Term as agreed between the Parties.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms available at https://www.qt.io/terms-conditions/ and as further defined in Section 8 hereunder.

"Taxes" shall have the meaning set forth in Section 10.5.

"Term" shall have the meaning set forth in Section 12.

"The Qt Company" shall mean:
(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or
(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Third-Party Software" shall have the meaning set forth in Section 4.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as
part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP
2.1. Ownership of The Qt Company
The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All of The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2. Ownership of Licensee
All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.

All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3. Modified Software
Licensee may create bug-fixes, error corrections, patches or modifications to the Licensed Software ("Modified Software"). Such Modified Software may break the source or binary compatibility with the Licensed Software (including without limitation through changing the application programming interfaces ("API") or by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries). To the extent that Licensee's Modified Software so breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

Licensee may, at its sole and absolute discretion, choose to submit Modified Software to The Qt Company ("Submitted Modified Software") in connection with Licensee's Support request, service request or otherwise. In the event Licensee does so, then, Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute
such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion.

3. LICENSES GRANTED
3.1. Development with Licensed Software
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable license, valid for the License Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other related services to end-user Customers.

Licensee may install copies of the Licensed Software on five (5) computers per Designated User, provided that only the Designated Users who have a valid Development License may use the Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.

Upon expiry of the initially agreed License Term, the respective License Terms shall be automatically extended to one or more Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the License Term, such notification to be provided to the other Party no less than ninety (90) days before expiry of the respective License Term. Unless otherwise agreed between the Parties, Renewal Term shall be of equal length with the initial License Term.

Any such Renewal Term shall be subject to License Fees agreed between the Parties or, if no advance agreement exists, subject to The Qt Company’s standard pricing applicable at the commencement date of any such Renewal Term.

Any price or other term specified for a Renewal Term shall be valid only for the specified time.

The Qt Company may request the Licensee to place a purchase order corresponding to a quote by The Qt Company for the relevant Renewal Term.

In the event Licensee does not prevent auto-renewal pursuant the above, but a Renewal Term is nevertheless not duly ordered within 30 days from the date of the respective quote from The Qt Company and/or the respective License Fee paid by due date specified in The Qt Company’s respective invoice, The Qt Company shall apply a reinstatement fee equal to ten percent (10 %) of the total value of the License Fees of the Development Licenses for the expired term to be added to the License Fee of the respective Renewal Term.

In the event Licensee chooses not to renew a Development License for a Renewal Term by notifying The Qt Company thereof no less than ninety (90) days before
expiry of the respective License Term, Licensee may still reinstate such expired Development Licenses for a Renewal Term subject to applicable renewal Term License Fees until thirty (30) days from the expiry of the initially agreed License Term or preceding Renewal Term. After such thirty (30) day period a Development License shall be subject to applicable License Fees for a new Development License and not any Renewal Term License Fees.

3.2. Distribution of Applications
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to
   (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and
   (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications for their respective intended purposes.

Right to distribute the Redistributables as part of an Application as provided herein is not royalty-bearing but is conditional upon the Licensee not having any unpaid License Fees for Development Licenses owed to The Qt Company at the time of distribution of any Redistributables to Customers.

3.3. Distribution of Devices
Subject to the terms of this Agreement, The Qt Company grants to Licensee a worldwide, non-exclusive, non-transferable, revocable (for cause pursuant to this Agreement) right and license, valid for the Term, to
   (i) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and
   (ii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Devices for their respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is conditional upon the Licensee (i) not having any unpaid License Fees for Development Licenses owed to The Qt Company, and (ii) having purchased and paid corresponding Distribution Licenses at the time of distribution of any Redistributables to Customers.

3.4. Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:
   (i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice(s) contained in any portion of the
Licensed Software;

(ii) Applications must add primary and substantial functionality to the Licensed Software so as not to compete with the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Licensee shall not use Licensed Software in any manner or for any purpose that infringes, misappropriates or otherwise violates any Intellectual property or right of any third party, or that violates any applicable law;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement). Such right may be available for the Licensee subject to a separate software development kit ("SDK") license agreement to be concluded with The Qt Company;

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution). Notwithstanding what is provided
above in this sub-section (viii), Licensee is entitled to use and combine Qt 3D Studio and/or Qt Design Studio with Open Source Qt ("Permitted Combination") for its internal evaluation purposes, provided that Licensee shall in no way transfer, publish, disclose, display or otherwise make available any software or work resulting from such Permitted Combination;

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and

(xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.
Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD-PARTY SOFTWARE
The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the "./src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE
The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not
operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER
The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY
7.1. Limitation of Liability
EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO
EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party
shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party’s lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees
License Fees are described in The Qt Company’s standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company’s standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a “Purchase Order”) for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of
Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly. Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS
11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused
Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION
12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force (“Term”), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.
12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of
Licensed Software under this Agreement, then all valid licenses possessed by
the Licensee at such date of expiry, and which the Licensee has not notified
for expiry, shall be extended to be valid in perpetuity under the terms of this
Agreement.

13. GOVERNING LAW AND LEGAL VENUE
In the event this Agreement is in the name of The Qt Company Inc., a Delaware
Corporation, then:
(i) this Agreement shall be construed and interpreted in accordance
with the laws of the State of California, USA, excluding its choice
of law provisions;
(ii) the United Nations Convention on Contracts for the International
Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to
this Agreement or the breach, termination, enforcement,
interpretation or validity thereof, including the determination of
the scope or applicability of this Agreement to arbitrate, shall
be determined by arbitration in San Francisco, USA, before one
arbitrator. The arbitration shall be administered by JAMS pursuant
to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on
the Award may be entered in any court having jurisdiction. This
Section shall not preclude parties from seeking provisional
remedies in aid of arbitration from a court of appropriate
jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish
Company, then:
(i) this Agreement shall be construed and interpreted in accordance
with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International
Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to
this Agreement, or the breach, termination or validity thereof
shall be finally settled by arbitration in accordance with the
Arbitration Rules of Finland Chamber of Commerce. The arbitration
tribunal shall consist of one (1), or if either Party so requires,
of three (3), arbitrators. The award shall be final and binding and
enforceable in any court of competent jurisdiction. The arbitration
shall be held in Helsinki, Finland and the process shall be
conducted in the English language. This Section shall not preclude
parties from seeking provisional remedies in aid of arbitration
from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS
14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate
assets, Licensee shall not be entitled to assign or transfer all or any of its
rights, benefits and obligations under this Agreement without the prior written
consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company’s behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company’s applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee’s Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this
Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies.
and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES
The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1
The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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APPENDIX 3: ADDITIONS TO LICENSED SOFTWARE

In addition to what is provided under the definition of the Licensed Software, Parties agree that Licensed Software shall also include the Add-On Products of The Qt Company, as mentioned in this Appendix, if included in the quote / invoice.

The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with 'X' in the below table. Parts of the respective Add-On Product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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All the above Redistributables are subject to applicable provisions and limitations including but not limited to what is defined in section 3 of the Agreement.

APPENDIX 4: SMALL BUSINESS AND STARTUP

The provisions of this Appendix 4 are applicable for Start-up Companies and for
the Evaluation Term. For the purpose of this Appendix 4, the following additional definitions shall be applicable:

"Trial Term" shall mean a period of twelve (12) months.

"Start-up Company" means a company with a maximum annual revenue, including funding, equivalent to 100,000 USD (in applicable currency) during a respective calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company.

During the Trial Term, Section 3 shall apply with following modifications ("Trial Term Modifications"): (i) Licenses granted under Sections 3.1 and 3.2 shall be free of any charge. For clarity, License for distribution of Devices pursuant to Section 3.3 is subject to applicable License Fee for necessary Distribution Licenses;

(ii) Development License under Section 3.1 is limited to a maximum of three (3) Designated Users; and

(iii) Support is available subject to availability, as judged by The Qt Company at its free and absolute discretion, provided that support will be limited to a maximum of ten (10) tickets during the Trial Term.

Upon expiry of the Trial Term:

(a) This Appendix 4 is terminated, Trial Term Modifications cease to remain in force, Licensee's Development Licenses shall be automatically converted into licenses subject to a License Fee (in the amount specified in the quote or in Appendix 2 and payable with a 30-day payment term) and Licensee's rights and obligations under this Agreement shall continue to remain in force under the standard provisions of the Agreement, unless the Licensee notifies The Qt Company in writing no less than ninety (90) days before such expiry date that Licensee does not agree to such continuance, in which event the Agreement, and all rights of the Licensee thereunder, shall expire; provided however that

(b) in the event the Licensee still qualifies as a Start-up Company, the Licensee has an option ("Option"), instead of what is stated in item a) above, to renew the Trial Term. Renewal is limited to one time, and the total duration of Trial Term is thus 24 months after the effective date. Licensee shall notify The Qt Company in writing, no less than ninety (90) days before the expiry date, if Licensee wish to exercise the Option.

APPENDIX 5: NON-COMMERCIAL USE
The provisions of this Appendix 5 are applicable for non-commercial use of the Licensed Software by the Licensee.
For the purpose of this Appendix 5, the following additional definitions (replacing the relevant definition of the Agreement, where applicable) shall be applicable:

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"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

I. Recital (A) shall be replaced in its entirety to read as follows:

"(A) Licensee wishes to use the Licensed Software for the Permitted Purpose."

II. Section 3.1 shall be replaced in its entirety to read as follows:

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III. Sections 3.2, 3.3, 8 and 10 shall be deleted.

IV. Section 3.4 shall be replaced in its entirety to read as follows:

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V. Section 12 shall be replaced in its entirety to read as follows:

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# spdx-license-ids


A list of [SPDX license](https://spdx.org/licenses/) identifiers

## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```
```

npm install spdx-license-ids
```

### [Node.js](https://nodejs.org/) API

#### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.
```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true

ids.includes('GPL-3.0'); //=> false
```

### require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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[See also the ChangeLog file where individuals are attributed in log entries. Likewise in the FAQ file.]

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Bug fix.
Alexander Terekho at de dot ibm dot com
Re-implemented and improved read-write locks;
(with Louis Thomas) re-implemented and improved
condition variables;
enhancements to semaphores;
enhancements to mutexes;
new mutex implementation in 'futex' style;
suggested a robust implementation of pthread_once
similar to that implemented by V. Kliahtshko;
system clock change handling re CV timeouts;
bug fixes.
Thomas Pfaff at gmx dot net
Changes to make C version usable with C++ applications;
re-implemented mutex routines to avoid Win32 mutexes
and TryEnterCriticalSection;
procedure to fix Mingw32 thread-safety issues.
Franco Bez at gmx dot de
procedure to fix Mingw32 thread-safety issues.
Louis Thomas at arbitrade dot com
(with Alexander Terekho) re-implemented and improved
condition variables.
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prionx at junot dot com
Bug fixes.
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POSIX versioning conditionals;
reduced namespace pollution;
idea to separate routines to reduce statically
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Makoto Katoraven at oldskool dot jp
AM64 port.
Panagiotis E. Hadjidoukaspeh at hpclab dot ceid dot upatras dot gr
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makes preemptive async cancelation possible.
Will Bryantwill dot bryant at ecosm dot com
Borland compiler patch and makefile.
Anuj Goyalanuj dot goyal at gmail dot com
Port to Digital Mars compiler.
Gottlob Fregegottlobfrege at gmail dot com
re-implemented pthread_once (version 2)
(pthread_once cancellation added by rpj).
Vladimir Kliatchkovladimir at kliatchko dot com
reimplemented pthread_once with the same form
as described by A.Terekhov (later version 2);
implementation of MCS (Mellor-Crummey/Scott) locks.
A. HISTORY OF THE SOFTWARE
=================================
Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see http://www.cwi.nl) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

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

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations, which became
Zope Corporation. In 2001, the Python Software Foundation (PSF, see
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Version    : 6.1.3a
Date       : 22 January 2014
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http://portal.acm.org/citation.cfm?id=129906

Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
http://books.google.com/books?q=vatti+clipping+agoston
See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
ASME 2005 International Design Engineering Technical Conferences
and Computers and Information in Engineering Conference (IDETC/CIE2005)
September 24-28, 2005, Long Beach, California, USA
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https://github.com/deann/css-color-parser-js
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	node-http-proxy

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 * *
 * From: Wilco Dijkstra <Wilco.Dijkstra@ntlworld.com>
 * Date: Fri, Jun 24, 2011 at 3:20 AM
 * Subject: Re: sqrt routine
 * To: Kevin Ma <kma@google.com>
 * Hi Kevin,
 * Thanks for asking. Those routines are public domain (originally posted to comp.sys.arm a long time ago), so you can use them freely for any purpose.
 * Cheers,
 * Wilco
 *
 * ----- Original Message -----*
 * From: "Kevin Ma" <kma@google.com>
 * To: <Wilco.Dijkstra@ntlworld.com>
 * Sent: Thursday, June 23, 2011 11:44 PM
 * Subject: Fwd: sqrt routine
 * Hi Wilco,
 * I saw your sqrt routine from several web sites, including http://www.finesse.demon.co.uk/steven/sqrt.html.
 * Just wonder if there's any copyright information with your Successive approximation routines, or if I can freely use it for any purpose.
 * Thanks.
 * Kevin
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'zlib' general purpose compression library
version 1.2.3, July 18th, 2005

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If you want to write an option parser, and have it be good, there are two ways to do it. The Right Way, and the Wrong Way.

The Wrong Way is to sit down and write an option parser. We've all done that.

The Right Way is to write some complex configurable program with so many options that you hit the limit of your frustration just trying to manage them all, and defer it with duct-tape solutions until you see exactly to the core of the problem, and finally snap and write an awesome option parser.
If you want to write an option parser, don't write an option parser. Write a package manager, or a source control system, or a service restarter, or an operating system. You probably won't end up with a good one of those, but if you don't give up, and you are relentless and diligent enough in your procrastination, you may just end up with a very nice option parser.

## USAGE

```javascript
// my-program.js
var nopt = require("nopt")
, Stream = require("stream").Stream
, path = require("path")
, knownOpts = { "foo" : [String, null]
, "bar" : [Stream, Number]
, "baz" : path
, "bloo" : [ "big", "medium", "small" ]
, "flag" : Boolean
, "pick" : Boolean
, "many1" : [String, Array]
, "many2" : [path, Array]
}
, shortHands = { "foofoo" : ["--foo", "Mr. Foo"]
, "b7" : ["--bar", "7"]
, "m" : ["--bloo", "medium"]
, "p" : ["--pick"]
, "f" : ["--flag"]
}
// everything is optional.
// knownOpts and shorthands default to {}
// arg list defaults to process.argv
// slice defaults to 2
, parsed = nopt(knownOpts, shortHands, process.argv, 2)
console.log(parsed)
```

This would give you support for any of the following:

```console
$ node my-program.js --foo "blerp" --no-flag
{ "foo" : "blerp", "flag" : false }

$ node my-program.js ---bar 7 --foo "Mr. Hand" --flag
{ bar: 7, foo: "Mr. Hand", flag: true }

$ node my-program.js --foo "blerp" -f -----p
{ foo: "blerp", flag: true, pick: true }

$ node my-program.js -fp --foofoo
{ foo: "Mr. Foo", flag: true, pick: true }

$ node my-program.js --foofoo -- -fp # -- stops the flag parsing.
{ foo: "Mr. Foo", argv: { remain: ["-fp"] } }

$ node my-program.js --blatzk -fp # unknown opts are ok.
{ blatzk: true, flag: true, pick: true }

$ node my-program.js --blatzk=1000 -fp # but you need to use = if they have a value
{ blatzk: 1000, flag: true, pick: true }

$ node my-program.js --no-blatzk -fp # unless they start with "no-
{ blatzk: false, flag: true, pick: true }

$ node my-program.js --baz b/a/z # known paths are resolved.
{ baz: "/Users/isaacs/b/a/z" }

# if Array is one of the types, then it can take many
# values, and will always be an array. The other types provided
# specify what types are allowed in the list.

$ node my-program.js --many1 5 --many1 null --many1 foo
{ many1: ["5", "null", "foo"] }

$ node my-program.js --many2 foo --many2 bar
{ many2: "/path/to/foo", "path/to/bar" }

Read the tests at the bottom of `lib/nopt.js` for more examples of
what this puppy can do.

## Types

The following types are supported, and defined on `nopt.typeDefs`

* String: A normal string. No parsing is done.
* path: A file system path. Gets resolved against cwd if not absolute.
* url: A url. If it doesn't parse, it isn't accepted.
* Number: Must be numeric.
* Date: Must parse as a date. If it does, and `Date` is one of the options,
then it will return a Date object, not a string.
* Boolean: Must be either `true` or `false`. If an option is a boolean,
then it does not need a value, and its presence will imply `true` as
the value. To negate boolean flags, do `--no-whatever` or `--whatever
false`
* NaN: Means that the option is strictly not allowed. Any value will fail.
* Stream: An object matching the "Stream" class in node. Valuable for use when validating programmatically. (npm uses this to let you supply any WriteStream on the `outfd` and `logfd` config options.)
* Array: If `Array` is specified as one of the types, then the value will be parsed as a list of options. This means that multiple values can be specified, and that the value will always be an array.

If a type is an array of values not on this list, then those are considered valid values. For instance, in the example above, the `--bloo` option can only be one of `"big"`, `"medium"`, or `"small"`, and any other value will be rejected.

When parsing unknown fields, `"true"`, `"false"`, and `"null"` will be interpreted as their JavaScript equivalents.

You can also mix types and values, or multiple types, in a list. For instance `{ blah: [Number, null] }` would allow a value to be set to either a Number or null. When types are ordered, this implies a preference, and the first type that can be used to properly interpret the value will be used.

To define a new type, add it to `nopt.typeDefs`. Each item in that hash is an object with a `type` member and a `validate` method. The `type` member is an object that matches what goes in the type list. The `validate` method is a function that gets called with `validate(data, key, val)`. Validate methods should assign `data[key]` to the valid value of `val` if it can be handled properly, or return boolean `false` if it cannot.

You can also call `nopt.clean(data, types, typeDefs)` to clean up a config object and remove its invalid properties.

## Error Handling

By default, nopt outputs a warning to standard error when invalid values for known options are found. You can change this behavior by assigning a method to `nopt.invalidHandler`. This method will be called with the offending `nopt.invalidHandler(key, val, types)`.

If no `nopt.invalidHandler` is assigned, then it will console.error its whining. If it is assigned to boolean `false` then the warning is suppressed.

## Abbreviations

Yes, they are supported. If you define options like this:
```javascript
{
  "foolhardyelephants": Boolean,
  "pileofmonkeys": Boolean
}
```

Then this will work:

```bash
node program.js --foolhar --pil
node program.js --no-f --pileofmon
# etc.
```

## Shorthands

Shorthands are a hash of shorter option names to a snippet of args that they expand to.

If multiple one-character shorthands are all combined, and the combination does not unambiguously match any other option or shorthand, then they will be broken up into their constituent parts. For example:

```json
{
  "s": ["--loglevel", "silent"],
  "g": "--global",
  "f": "--force",
  "p": "--parseable",
  "l": "--long"
}
```

```bash
npm ls -sgflp
# just like doing this:
npm ls --loglevel silent --global --force --long --parseable
```

## The Rest of the args

The config object returned by nopt is given a special member called `argv`, which is an object with the following fields:

* `remain`: The remaining args after all the parsing has occurred.
* `original`: The args as they originally appeared.
* `cooked`: The args after flags and shorthands are expanded.

## Slicing
Node programs are called with more or less the exact argv as it appears in C land, after the v8 and node-specific options have been plucked off. As such, `argv[0]` is always `node` and `argv[1]` is always the JavaScript program being run.

That's usually not very useful to you. So they're sliced off by default. If you want them, then you can pass in `0` as the last argument, or any other number that you'd like to slice off the start of the list.

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Credits: is based on Firefox's nsSMILKeySpline.cpp 
Usage: 
var spline = BezierEasing([ 0.25, 0.1, 0.25, 1.0 ]); 
spline.get(x) => returns the easing value | x must be in [0, 1] range 
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

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

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

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

## Bind internal references

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

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

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

## End BSD-specific setup
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#!/usr/bin/env node
var nopt = require("../lib/nopt")
```javascript
var path = require("path");
var types = {
  num: Number,
  bool: Boolean,
  help: Boolean,
  list: Array,
  "num-list": [Number, Array],
  "str-list": [String, Array],
  "bool-list": [Boolean, Array],
  str: String,
  clear: Boolean,
  config: Boolean,
  length: Number,
  file: path
};

var shorthands = {
  s: [ "--str", "astring" ],
  b: [ "--bool" ],
  nb: [ "--no-bool" ],
  tft: [ "--bool-list", "--no-bool-list", "--bool-list", "true" ],
  "?": ["--help"],
  h: ["--help"],
  H: ["--help"],
  n: [ "--num", "125" ],
  c: ["--config"],
  l: ["--length"],
  f: ["--file"]
};

var parsed = nopt( types, shorthands, process.argv, 2 );

console.log("parsed", parsed);

if (parsed.help) {
  console.log(""
  console.log("nopt cli tester")
  console.log(""
  console.log("types")
  console.log(Object.keys(types).map(function M (t) {
    var type = types[t];
    if (Array.isArray(type)) {
      return [t, type.map(function (type) { return type.name })]
    } else {
      return [t, type && type.name]
    }
  }).reduce(function (s, i) {
    s[i[0]] = i[1]
    return s
  }, {}));
```
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C++ Big Integer Library
(see ChangeLog for version)

http://mattmccutchen.net/bigint/

Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides BigUnsigned and BigInteger classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a);  
```

(prints 340282366920938463463374607431768211456)
The code in `sample.cc' demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc', consult the consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (http://swox.com/gmp/), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library
---------------------------------------
The library consists of a folder full of C++ header files (`.hh') and source files (`.cc'). Your own programs should `#include' the necessary header files and link with the source files. A makefile that builds the sample program (`sample.cc') is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources
---------
The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements
-----------------------
The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

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-----
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By: Marijn Haverbeke, Ingvar Stepanyan, Adrian Heine
Repository: https://github.com/acornjs/acorn.git

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Repository: git+https://github.com/Rich-Harris/is-reference.git

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

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  - '0.12'
  - '4'
  - '6'
  - '7'
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validate-npm-package-license

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
```
var assert = require('assert');
var validSPDXExpression = {
  validForNewPackages: true,
  validForOldPackages: true,
  spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);

The function will return a warning and suggestion for nearly-correct license identifiers:

```
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [
      'license should be ' +
      'a valid SPDX license expression (without "LicenseRef"), ' +
      '"UNLICENSED", or ' +
      '"SEE LICENSE IN <filename>"',
      'license is similar to the valid expression "Apache-2.0"
    ]
  }
);
```

SPDX expressions are valid, too ...

```
// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('GPL-3.0-only OR BSD-2-Clause'),
  validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
```

```
If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
    valid('SEE LICENSE IN LICENSE.txt'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'LICENSE.txt'
    }
);

assert.deepEqual(
    valid('SEE LICENSE IN license.md'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'license.md'
    }
);
```

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```javascript
var unlicensed = {
    validForNewPackages: true,
```
validForOldPackages: true,
unlicensed: true
};
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assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

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1.2956 https-proxy-agent 3.0.1

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https-proxy-agent

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

### An HTTP(s) proxy `http.Agent` implementation for HTTPS

[![Build Status](https://github.com/TooTallNate/node-https-proxy-agent/workflows/Node%20CI/badge.svg)](https://github.com/TooTallNate/node-https-proxy-agent/actions?workflow=Node+CI)

This module provides an `http.Agent` implementation that connects to a specified
HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy"
server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to
open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other
protocols that use this method when connecting over proxies (i.e. WebSockets).
See the "Examples" section below for more.

Installation

```
```

Install with `npm`:

```bash
```
Examples
--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the HttpsProxyAgent class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
    console.log("response" event!, res.headers);
    res.pipe(process.stdout);
});
```

#### `ws` WebSocket connection example

```js
var url = require('url');
var WebSocket = require('ws');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);
```
// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);

var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log("open" event!);
  socket.send('hello world');
});

socket.on('message', function (data, flags) {
  console.log("message" event! %j %j", data, flags);
  socket.close();
});

```

API
---

### new HttpsProxyAgent(Object options)

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

* `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
* `port` - Number - Proxy port to connect to. Required.
* `protocol` - String - If `https:` then use TLS to connect to the proxy.
* `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
* Any other options given are passed to the `net.connect()`/`tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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* /opt/cola/permits/1186854399_1628187065.73/0/https-proxy-agent-3-0-1-5-tgz/package/README.md

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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/4util/KeyManagerFactoryWrapper.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/LazyX509Certificate.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/OpenSslServerSessionContext.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/JettyNpnSslEngine.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/stream/ChunkedWriteHandler.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
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jar/io/netty/handler/stream/ChunkedStream.java
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  jar/io/netty/handler/ssl/Conscrypt.java
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  jar/io/netty/handler/ssl/AbstractSniHandler.java
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  jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
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  jar/io/netty/handler/ssl/SslClientHelloHandler.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
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  githubId: amansinha100
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  role: PMC
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  githubId: asereda-gs
  org:
  role: Committer
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  apacheId: chunwei
  githubId: chunweilei
  org: Alibaba
  role: Committer
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org: Alibaba
role: Committer
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apacheId: francischuang
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apacheId: gian
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apacheId: hongze
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apacheId: jamestaylor
githubId: JamesRTaylor
org: Salesforce
role: PMC
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apacheId: jacques
githubId: jacques-n
org: Dremio
role: PMC
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apacheId: jbalint
githubId: jbalint
org: Stardog
role: Committer
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githubId: jcamachor
org: Hortonworks
role: PMC
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apacheId: jni  
githubId: jinfengni  
org: MapR  
role: PMC  
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apacheId: jpullokk  
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role: PMC  
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role: Committer  
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1.2980 @babel/plugin-transform-duplicate-keys 7.12.13

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* `protostuff-parser`, `protostuff-compiler` - cannot import more than one .proto file from the same package (Issue 38)

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* `protostuff-compiler` Use FQCN everywhere in classes generated by java_v2protoc_schema (Issue 70). Maven plugin to attach generated source directory to the project compile source roots (Issue 69).

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* `protostuff-uberjar` - a bundle created primarily for osgi.

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* `protostuff-me` - Preverification fails (Issue 92)

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* `protostuff-runtime` - user definable mapping: FQNC's --> integer, for serialized stream size-reduction (Issue 96)

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* `protostuff-runtime` - annotations on pojo's fields to have explicit control of field numbers.

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* `protostuff-runtime-md` - Issue 156 patch

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* /opt/cola/permissions/1137154742_1614023258.66/0/aws-java-sdk-kms-1-11-704-sources-
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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.3004 de.huxhorn.lilith.sender 0.9.44

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jar/io/netty/handler/codec/DefaultHeadersImpl.java
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jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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* *
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/*
* Utility class for [@link ByteBuf] that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* 
* The encoding and decoding algorithm in this class has been derived from
* /

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/base64/Base64.java
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jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/compression/Base64/Base64Encoder.java
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jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/string/LineEncoder.java

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  * /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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  * /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
    jar/io/netty/handler/codec/protobuf/protobufDecoder.java
  * /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
    jar/io/netty/handler/codec/ProtocolDetectionState.java

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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
* <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
* </pre>
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
* <h3>2 bytes length field at offset 0, strip header</h3>
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
*/
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)

* BEFORE DECODE (14 bytes)  AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>

* BEFORE DECODE (14 bytes)  AFTER DECODE (14 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |

* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.

* BEFORE DECODE (14 bytes)  AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |

* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.

* BEFORE DECODE (17 bytes)  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE   | 0x00000C | "HELLO, WORLD" |      | 0xCAFE   | 0x00000C | "HELLO, WORLD" |
This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra header into the frame length calculation.

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.
Let's give another twist to the previous example. The only difference from
the previous example is that the length field represents the length of the
whole message instead of the message body, just like the third example.
We have to count the length of HDR1 and Length into \texttt{lengthAdjustment}.
Please note that we don't need to take the length of HDR2 into account
because the length field already includes the whole header length.

\begin{verbatim}
\begin{small}
  lengthFieldOffset = 1
  lengthFieldLength = 2
  \texttt{lengthAdjustment} = \texttt{-3} (= the length of HDR1 + LEN, negative)
  \texttt{initialBytesToStrip} = \texttt{3}

  BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
  \begin{tabular}{llllll}
    | HDR1 | Length | HDR2 | Actual Content | --- | HDR2 | Actual Content |
    \hline
    | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |    | \textbf{0xFE} | "HELLO, WORLD" |
    \hline
  \end{tabular}
\end{small}
\end{verbatim}

\@see LengthFieldPrepender

\*/

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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jar/io/netty/handler/codec/compression/LzfDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/FastLz.java
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jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2Decoder.java
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jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/Headers.java

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------
Eclipse

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

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* org.eclipse.jetty.orbit:javax.security.auth.message

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

------
Oracle

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

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

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

------

Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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

------

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
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Found in path(s):
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/MessagePackable.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/AnyTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/packer/AbstractPacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/builder/TemplateBuilderChain.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/type/ValueFactory.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/util/json/JSONPacker.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/MessagePackableTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/DoubleArrayTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/packer/Unconverter.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/annotation/Message.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/IntegerArrayTemplate.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-
Open Source Used In DNAC Platform Antelope 13025
jar/org/msgpack/MessageTypeException.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/util/TemplatePrecompiler.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/packer/BufferPacker.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/TemplateReference.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/unpacker/ValueAccept.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/AbstractTemplate.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/annotation/Index.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/builder/TemplateBuilder.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/FieldList.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/builder/AbstractTemplateBuilder.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/FieldOption.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/io/ByteBufferOutput.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/builder/ReflectionTemplateBuilder.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/Templates.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/GenericCollectionTemplate.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/packer/Packer.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/builder/JavassistTemplateBuilder.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/Template.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/unpacker/LongAccept.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/Templates.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/Template.java
  * /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/packer/MessagePackPacker.java
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//   https://bitbucket.org/lindenlab/llsd
// Modifications by Joshua Bell inexorabletash@gmail.com
//   https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Krhonos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01
//
// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])
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1.3022 java-jwt 3.8.3

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1.3023 jetty 9.4.17.v20190418

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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

Oracle OpenJDK

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.salaranta@iki.fi), and has
Open Source Used In DNAC Platform Antelope

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1.3044 js-yaml 3.13.1

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1.3046 lodash.isboolean 3.0.3

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2006-Jan-27

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src/base/md5.c
src/base/md5.h
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src/bdf/bdfdrivr.c
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src/pcf/module.mk
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src/pcf/pcf.h
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1.3061 ws 1.1.1

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1.3062 babel-plugin-transform-es2015-typeof-symbol 6.23.0

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1.3063 babel-helper-create-regexp-features-plugin 7.12.17

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1.3064 filter-obj 1.1.0 1.1.0

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1.3065 supports-color 6.0.0

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1.3066 uri-js 4.4.1 4.4.1

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1.3067 mongo-java-driver 3.12.4

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  jar/com/mongodb/annotations/ThreadSafe.java
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  jar/com/mongodb/annotations/Immutable.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/com/mongodb/client/internal/FallbackMongoIterableFactory.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/com/mongodb/client/internal/ClientSessionImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/com/mongodb/client/internal/Java8FindIterableImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/com/mongodb/lang/NonNullApi.java
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jar/org/bson/codecs/pojo/ClassModelBuilder.java

* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources.jar/com/mongodb/MongoConfigurationException.java

* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources.jar/com/mongodb/client/model/DBCollectionUpdateOptions.java

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jar/com/mongodb/internal/connection/NoOpSessionContext.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources.jar/com/mongodb/event/ServerOpeningEvent.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources.jar/org/bson/codecs/pojo/DiscriminatorLookup.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/binding/SingleServerBinding.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/json/ExtendedJsonBinaryConverter.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/CommandResult.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/MongoURI.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/AutoEncryptionSettings.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/json/JsonBooleanConverter.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/jndi/MongoClientFactory.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/json/ExtendedJsonInt32Converter.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/management/ConnectionPoolStatistics.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/MongoClientException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/dns/DnsResolver.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/BucketGranularity.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/UpdateRequest.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/LazyBSONDecoder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/gridfs/GridFSInputFile.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/BSON.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/CollationCaseFirst.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/operation/BsonArrayWrapper.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/BsonBoolean.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/IndexOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/IndexOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/ObjectId.java
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/jar/com/mongodb/internal/connection/ClusterableServer.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/BSOneException.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/internal/connection/QueryMessage.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/BsonSerializationException.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/operation/AggregateToCollectionOperation.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/codes/BsonTypeClassMap.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/internal/CycleDetectingCodecRegistry.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/internal/connection/AbstractMultiServerCluster.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/connection/StreamFactory.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/client/result/DeleteResult.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/MongoExecutionTimeoutException.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/ParallelScanOptions.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/codes/pojo/Convention.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/json/JsonTokenType.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/DBObjectCodecProvider.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/DBObjectCodecProvider.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/org/bson/codes/configuration/CodecConfigurationException.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/client/model/Filters.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/bo/Annotations/BsonIgnore.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/client/model/Accumulators.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
*/jar/com/mongodb/client/model/Accumulators.java
*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
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*/opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
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jar/org/bson/codecs/AtomicBooleanCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/FindIterableImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/Block.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/DBCreateViewOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/CommandProtocolImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/internal/Optional.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/diagnostics/logging/package-info.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/GetMoreProtocol.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/event/ServerMonitorListenerAdapter.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/connection/ByteBufferBsonOutput.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/event/ConnectionPoolClosedEvent.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/Java8SniSslHelper.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/ParallelCollectionScanOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/io/BsonInput.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/binding/SingleConnectionReadBinding.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/CryptBinding.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/MongoClient.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/MergeOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/SimpleMongoClient.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/DBCallback.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/DescriptionHelper.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/ObjectIdGenerator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/connection/Server.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/MongoOptions.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
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- jar/com/mongodb/Function.java
- jar/com/mongodb/client/model/geojson/MultiPoint.java
- jar/com/mongodb/client/model/geojson/codecs/PolygonCodec.java
- jar/com/mongodb/LazyDBList.java
- jar/com/mongodb/client/model/PushOptions.java
- jar/com/mongodb/client/model/geojson/OverridableUuidRepresentationCodecRegistry.java
- jar/com/mongodb/client/model/geojson/MultiPoint.java
- jar/com/mongodb/connection/SplittablePayload.java
- jar/com/mongodb/unacknowledgedBulkWriteResult.java
- jar/com/mongodb/client/model/geojson/MultiPoint.java
- jar/com/mongodb/connection/netty/NettyStreamFactoryFactory.java
- jar/com/mongodb/connection/netty/MongoSocketOpenException.java
- jar/com/mongodb/connection/netty/DnsSrvRecordInitializer.java
- jar/com/mongodb/connection/netty/MongoSocketOpenException.java
- jar/com/mongodb/connection/netty/NettyStreamFactoryFactory.java
- jar/com/mongodb/connection/netty/BaseFindAndModifyOperation.java
- jar/com/mongodb/connection/netty/ResponseCallback.java
- jar/com/mongodb/event/ConnectionMessagesSentEvent.java
- jar/com/mongodb/event/ConnectionMessagesSentEvent.java
- jar/com/mongodb/operation/RenameCollectionOperation.java
- jar/com/mongodb/operation/RenameCollectionOperation.java
- jar/com/mongodb/operation/FsyncUnlockOperation.java
- jar/com/mongodb/operation/FsyncUnlockOperation.java
- jar/com/mongodb/event/ServerListenerMulticaster.java
- jar/com/mongodb/event/ServerListenerMulticaster.java
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jar/com/mongodb/client/model/ReplaceOneModel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/operation/DropCollectionOperation.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codescs/Decimal128Codec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/operation/CommandWriteOperation.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codescs/configuration/CodecProvider.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/json/ShellObjectldConverter.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/DistinctIterable.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/internal/LazyCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/model/Collation.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/ConnectionFactory.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/util/AbstractCopyOnWriteMap.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/assertions/Assertions.java
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  jar/org/bson/codecs/pojo/IdPropertyModelHolder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/org/bson/codecs/pojo/IdGenerator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/org/bson/codecs/pojo/ConventionObjectIdGeneratorsImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/org/bson/codecs/pojo/IdGenerators.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/com/mongodb/client/model/AggregationLevel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/org/bson/codecs/BsonCodecProvider.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
  jar/org/bson/codecs/BsonCodec.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalDateTimeCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalDateCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalTimeCodec.java
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  */

/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
* @return an array containing all of the elements in this deque
*/

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java

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* https://github.com/marianobarrios/tls-channel
*/

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/util/Util.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferHolder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/PortNumberSet.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ExtendedAsynchronousByteChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/impl/AsyncChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/tlschannel/TlsClientSession.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/tlschannel/TlsSession.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/tlschannel/Util.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/tlschannel/unsafe/UnsafeBufferHolder.java
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https://github.com/marianobarrios/tls-channel

Writes a sequence of bytesProduced to this channel from a subsequence of the
given buffers.

See { @link GatheringByteChannel#write(ByteBuffer[], int, int) } for more
details of the meaning of this signature.

This method behaves slightly different than the interface specification,
with respect to non-blocking responses, see { @link write(ByteBuffer) }
@param srcs  The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from
*    which bytesProduced are to be retrieved; must be non-negative and no
*    larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*    non-negative and no larger than <tt>srcs.length</tt>
* &nbsp;-&nbsp;<tt>offset</tt>
* @return The number of bytesProduced written, contrary to the behavior specified
* in [ @link ByteChannel], this method never returns 0, but throws
* [ @link WouldBlockException]
* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
*    <tt>length</tt> parameters do not hold
* @throws WouldBlockException  if the channel is in non-blocking mode and the IO operation
*    cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
*    and a task needs to be executed to complete the operation
* @throws SSLException  if the [ @link SSLEngine] throws a SSLException
* @throws IOException       if the underlying channel throws an IOException
*/
/**
* Reads a sequence of bytesProduced from this channel into a subsequence of the
* given buffers.
* *
* <p>
* See [ @link ScatteringByteChannel#read(ByteBuffer[], int, int)] for more
* details of the meaning of this signature.
* *
* <p>
* This method behaves slightly different than the interface specification,
* with respect to non-blocking responses, see [ @link #read(ByteBuffer)] for
* more details.
* *
* @param dsts  The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer into
*    which bytesProduced are to be transferred; must be non-negative and no
*    larger than <tt>dsts.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*    non-negative and no larger than <tt>dsts.length</tt>
* &nbsp;-&nbsp;<tt>offset</tt>
* @return The number of bytesProduced read, or <tt>-1</tt> if the channel has
* reached end-of-stream; contrary to the behavior specified in
* in [ @link ByteChannel], this method never returns 0, but throws
* [ @link WouldBlockException]
* @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
*    <tt>length</tt> parameters do not hold
* @throws WouldBlockException  if the channel is in non-blocking mode and the IO operation
*    cannot be completed immediately
*/
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
* and a task needs to be executed to complete the operation
* @throws SSLEException if the \{@link SSLEngine\} throws a SSLEException
* @throws IOException if the underlying channel throws an IOException
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannel.java

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

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* org.eclipse.jetty.orbit:javax.security.auth.message

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

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Open Source Used In DNAC Platform Antelope 13209
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The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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following Apache Tomcat jars, all ASL2 licensed.

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

------

Assorted

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

1.3072 resolve-dir 1.0.1

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1.3073 json-schema 0.2.3 0.2.3

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1.3074 commons-lang3 3.10
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1.3080 winston-transport 3.0.1

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1.3081 jackson-jaxrs 2.12.1

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1.3082 netty 4.1.59.Final

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1.3091 tsconfig-paths 3.9.0

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1.3094 @babel/plugin-transform-typeof-symbol 7.12.13

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1.3098 base64-arraybuffer 0.1.5

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1.3101 kafka-metadata 2.8.0

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1.3102 icu 44

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## -*-makefile-*-

## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

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

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

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

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

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

Versioned libraries rules

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

End FreeBSD-specific setup

1.3103 http-signature 1.2.0 1.2.0

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 */

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-
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  jar/org/apache/commons/logging/impl/AvalonLogger.java
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1.3105 libproxy 0.4.11-5ubuntu1

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Ty Coon, President of Vice

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1.3106 getpass 0.1.7

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1.3107 batik-svg-dom 1.13

1.3107.1 Available under license:

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<!-- ................................................................. -->
<!-- SVG 1.1 Core Attribute Module ................................. -->
<!-- file: svg-core-attrib.mod -->

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Core Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-core-attrib.mod"

................................................................. -->

<!-- Core Attribute
id, xml:base, xml:lang, xml:space

This module defines the core set of attributes that can be present on any element. -->

<!--ENTITY % SVG.id.attrib
"id ID #IMPLIED"
>

<!--ENTITY % SVG.base.attrib
"xml:base %URI.datatype; #IMPLIED"
>

<!--ENTITY % SVG.lang.attrib
"xml:lang %LanguageCode.datatype; #IMPLIED"
>
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Revision: $Id: svg-profile.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Color Profile//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-profile.mod"

This module declares markup to provide support for color profile.
This is SVG Tiny, a proper subset of SVG.
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Revision: $Id: svg11-tiny-attribs.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Tiny Attribute Collection//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-tiny-attribs.mod"

This module defines the set of common attributes that can be present
on many SVG elements.

<!ENTITY % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
"requiredFeatures %FeatureList.datatype; #IMPLIED
requiredExtensions %ExtensionList.datatype; #IMPLIED
systemLanguage %LanguageCodes.datatype; #IMPLIED
%SVG.Conditional.extra.attrib;" >

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
"style %StyleSheet.datatype; #IMPLIED
class %ClassList.datatype; #IMPLIED
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

```xml
PUBLIC "-//W3C//ELEMENTS SVG 1.1 Cursor//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-cursor.mod"
```

This module declares markup to provide support for cursor.

```xml
<cursor/>
```

This module defines the `cursor` property/attribute value (e.g., 'crosshair', `<uri>`).
SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

The Scalable Vector Graphics (SVG)
(Massachusetts Institute of Technology, Institut National de
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg11-tiny.dtd
No license file was found, but licenses were detected in source scan.
PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Graphics Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-graphics-attrib.mod"

....................................................................... -->

<!-- Basic Graphics Attribute

display, visibility

This module defines the Graphics attribute set.
-->

<!ENTITY % SVG.display.attrib
"display ( inline | block | list-item | run-in | compact | marker |
        table | inline-table | table-row-group | table-header-group |
        table-footer-group | table-row | table-column-group |
        table-column | table-cell | table-caption | none | inherit ) #IMPLIED"
>

<!ENTITY % SVG.visibility.attrib
"visibility ( visible | hidden | inherit ) #IMPLIED"
>

<!ENTITY % SVG.Graphics.extra.attrib "">

<!ENTITY % SVG.Graphics.attrib
"%SVG.display.attrib;
%SVG.visibility.attrib;
%SVG.Graphics.extra.attrib;"
>

<!-- end of svg-basic-graphics-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-basic-graphics-attrib.mod

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<!-- ................................................................. -->
<!-- SVG 1.1 Modular Framework Module ............................. -->
<!-- file: svg-framework.mod

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Revision: $Id: svg-framework.mod 1733416 2016-03-03 07:07:13Z gadams $
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Modular Framework//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-framework.mod"

....................................................................... -->

<!-- Modular Framework
This module instantiates the modules needed to support the SVG modularization model, including:

+ Datatypes
+ Qualified Name
+ Document Model
+ Attribute Collection
-->

<!ENTITY % svg-datatypes.module "INCLUDE" >
<![%svg-datatypes.module;]
<!ENTITY % svg-datatypes.mod
PUBLIC "-//W3C//ENTITIES SVG 1.1 Datatypes//EN"
"svg-datatypes.mod" >
%svg-datatypes.mod;]]>

<!ENTITY % svg-qname.module "INCLUDE" >
<![%svg-qname.module;]
<!ENTITY % svg-qname.mod
PUBLIC "-//W3C//ENTITIES SVG 1.1 Qualified Name//EN"
"svg-qname.mod" >
%svg-qname.mod;]]>

<!ENTITY % svg-model.module "INCLUDE" >
<![%svg-model.module;]
<!-- instantiate the Document Model declared in the DTD driver -->
%svg-model.mod;]]>

<!ENTITY % svg-attribs.module "INCLUDE" >
<![%svg-attribs.module;]
<!-- instantiate the Attribute Collection declared in the DTD driver -->
%svg-attribs.mod;]]>

<!-- end of svg-framework.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-framework.mod
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<!-- ................................................................. -->
<!-- SVG 1.1 Structure Module ...................................... -->
<!-- file: svg-structure.mod
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Revision: $Id: svg-structure.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ELEMENTS SVG 1.1 Structure//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-structure.mod"

................................................................. -->

<!-- Structure
svg, g, defs, desc, title, metadata, symbol, use

This module declares the major structural elements and their attributes.
-->

<!-- Qualified Names (Default) ......................... -->
<!-- Attribute Collections (Default) .................... -->

<!ENTITY % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.symbol.qname "symbol" >
<!ENTITY % SVG.use.qname "use" >
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Description.class ..................................... -->
<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
"%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
 %SVG.Description.extra.class;" >

<!-- SVG.Use.class ..................................... -->
<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
"| %SVG.use.qname; %SVG.Use.extra.class;" >

<!-- SVG.Structure.class ..................................... -->
<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
"| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;
 %SVG.Use.class; %SVG.Structure.extra.class;" >

<!-- SVG.Presentation.attrib ..................................... -->
<!ENTITY % SVG.Presentation.extra.attrib "" >
<!ENTITY % SVG.Presentation.attrib
"%SVG.Container.attrib;
 %SVG.Viewport.attrib;
 %SVG.Text.attrib;" >
<ENTITY % SVG.svg.extra.content "" >
<!ENTITY % SVG.svg.element "INCLUDE" >
<!ENTITY % SVG.svg.content "( %SVG.Description.class; | %SVG.Animation.class; %SVG.Structure.class; %SVG.Conditional.class; %SVG.Image.class; %SVG.Style.class; %SVG.Shape.class; %SVG.Text.class; %SVG.Marker.class; %SVG.Profile.class; %SVG.Gradient.class; %SVG.Pattern.class; %SVG.Clip.class; %SVG.Mask.class; %SVG.Filter.class; %SVG.Cursor.class; %SVG.Hyperlink.class; %SVG.View.class; %SVG.Script.class; %SVG.Font.class; %SVG.svg.extra.content; )*" >
<!ELEMENT %SVG.svg.qname; %SVG.svg.content; >
<!!-- end of SVG.svg.element -->>
<!ENTITY % SVG.svg.attlist "INCLUDE" >
<!ENTITY %SVG.svg.qname; %SVG.svg.content; >
<!ENTITY %SVG.svg.attlist;[
%SVGxmlns.attrib;
%SVG.Core.attrib;
%SVG.Conditional.attrib;
%SVG.Style.attrib;
%SVG.Presentation.attrib;
%SVG.DocumentEvents.attrib;
%SVG.GraphicalEvents.attrib;
]>

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

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<!!-- SVG 1.1 Basic Structure Module .......................... -->
<!!-- file: svg-basic-structure.mod

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PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Structure//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-structure.mod"

<!-- Basic Structure

svg, g, defs, desc, title, metadata, use

This module declares the major structural elements and their attributes.

-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.svg.qname "svg" >
<!ENTITY % SVG.g.qname "g" >
<!ENTITY % SVG.defs.qname "defs" >
<!ENTITY % SVG.desc.qname "desc" >
<!ENTITY % SVG.title.qname "title" >
<!ENTITY % SVG.metadata.qname "metadata" >
<!ENTITY % SVG.use.qname "use" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.DocumentEvents.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ELEMENTS SVG 1.1 Shape//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-shape.mod"

...... .......... ....... . -->

Shape

path, rect, circle, line, ellipse, polyline, polygon

This module declares markup to provide support for graphical shapes.

-->

<Link to the end of the file>
<!ENTITY % SVG.circle.qname "circle" >
<!ENTITY % SVG.line.qname "line" >
<!ENTITY % SVG.ellipse.qname "ellipse" >
<!ENTITY % SVG.polyline.qname "polyline" >
<!ENTITY % SVG.polygon.qname "polygon" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Shape.class ..................................

<!ENTITY % SVG.Shape.extra.class "" >

<!ENTITY % SVG.Shape.class
"| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
| %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
| %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- path: Path Element ................................

<!ENTITY % SVG.path.extra.content "" >

<!ENTITY % SVG.path.element "INCLUDE" >
<![%SVG.path.element:]
<!ENTITY % SVG.path.content
"(( %SVG.Description.class; )*; ( %SVG.Animation.class;
   %SVG.path.extra.content; )*)"
>
<!ELEMENT %SVG.path.qname; %SVG.path.content; >
<!!-- end of SVG.path.element -->]>

<!ENTITY % SVG.path.attlist "INCLUDE" >
<![%SVG.path.attlist:]
%SVG.Cursor.attrib;
%SVG.External.attrib;
x %Coordinate.datatype; #IMPLIED
y %Coordinate.datatype; #IMPLIED
width %Length.datatype; #REQUIRED
height %Length.datatype; #REQUIRED
rx %Length.datatype; #IMPLIED
ry %Length.datatype; #IMPLIED
transform %TransformList.datatype; #IMPLIED
>
<![-- end of SVG.rect.attlist --]>>

<!-- circle: Circle Element ................................ -->

<!ENTITY % SVG.circle.extra.content "" >

<!ENTITY % SVG.circle.element "INCLUDE" >
<![%SVG.circle.element;[
<!ENTITY % SVG.circle.content
"(( %SVG.Description.class; )*, ( %SVG.Animation.class;
 %SVG.circle.extra.content; )*)"
>
<![-- end of SVG.circle.qname; %SVG.circle.content; -->
<![-- end of SVG.circle.element --]]>}

<!ENTITY % SVG.circle.attlist "INCLUDE" >
<![%SVG.circle.attlist;[
<!ATTLIST %SVG.circle.qname; %SVG.Core.attrib;
%SVG.Conditional.attrib;
%SVG.Style.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.GraphicalEvents.attrib;
%SVG.Cursor.attrib;
%SVG.External.attrib;
cx %Coordinate.datatype; #IMPLIED
cy %Coordinate.datatype; #IMPLIED
r %Length.datatype; #REQUIRED
transform %TransformList.datatype; #IMPLIED
>
<![-- end of SVG.circle.attlist --]]>
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-gradient.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Gradient//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-gradient.mod"

....................................................................... -->

<!-- Gradient

linearGradient, radialGradient, stop

This module declares markup to provide support for gradient fill. -->

<!-- a <number> or a <percentage> -->
<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.linearGradient.qname "linearGradient" >
<!ENTITY % SVG.radialGradient.qname "radialGradient" >
<!ENTITY % SVG.stop.qname "stop" >

<!-- Attribute Collections (Default) ............... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Gradient.class ......................... -->
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Marker//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-marker.mod"

This module declares markup to provide support for marker.

marker

This module declares markup to provide support for marker.
<!-- Attribute Collections (Default) ....................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Profiles.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Marker.class ........................................ -->

<!ENTITY % SVG.Marker.extra.class "" >

<!ENTITY % SVG.Marker.class
" | %SVG.marker.qname; %SVG.Marker.extra.class;"
>

<!-- SVG.Marker.attrib ....................................... -->

<!ENTITY % SVG.Marker.extra.attrib "" >

<!ENTITY % SVG.Marker.attrib
"marker-start %MarkerValue.datatype; #IMPLIED
marker-mid %MarkerValue.datatype; #IMPLIED
marker-end %MarkerValue.datatype; #IMPLIED
%SVG.Marker.extra.attrib;"
>

<!-- SVG.Presentation.attrib ................................ -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
"%SVG.Container.attrib;
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-extensibility.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Extensibility//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extensibility.mod"

................................................................. -->

<!--- Extensibility

foreignObject

This module declares markup to provide support for extensibility. -->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.foreignObject.qname "foreignObject" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
 %SVG.Presentation.extra.attrib;"
>

<!-- foreignObject: Foreign Object Element .......... -->

<!ENTITY % SVG.foreignObject.extra.content "" >

<!ENTITY % SVG.foreignObject.element "INCLUDE" >
<![%SVG.foreignObject.element;]
<!ENTITY % SVG.foreignObject.content
 "(#PCDATA %SVG.foreignObject.extra.content: )*" 
> 
<!ELEMENT %SVG.foreignObject.qname; %SVG.foreignObject.content; >
<!-- end of SVG.foreignObject.element -->]

<!ENTITY % SVG.foreignObject.attlist "INCLUDE" >
<![%SVG.foreignObject.attlist;]
<!ATTLIST %SVG.foreignObject.qname;
 %SVG.Core.attrib;
 %SVG.Conditional.attrib;
 %SVG.Style.attrib;
 %SVG.Presentation.attrib;
 %SVG.GraphicalEvents.attrib;
 %SVG.External.attrib;
x %Coordinate.datatype; #IMPLIED
y %Coordinate.datatype; #IMPLIED
width %Length.datatype; #REQUIRED
height %Length.datatype; #REQUIRED
transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.foreignObject.attlist -->]

<!-- end of svg-extensibility.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1- jar/org/apache/batik/dom/svg/resources/svg-extensibility.mod
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Mask Module .......................................... -->
<!-- file: svg-mask.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Mask//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-mask.mod"

<!-- Mask

This module declares markup to provide support for masking. -->

<!-- 'mask' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % MaskValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->
<!ENTITY % SVG.mask.qname "mask" >

<!-- Attribute Collections (Default) ................. -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Mask.class .................................... -->
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Document Model//EN"

Open Source Used In DNAC Platform Antelope 13334
<!---- SVG 1.1 Document Model

This module describes the groupings of elements that make up common content models for SVG elements.

-->
<!-- module: svg-shape.mod ............................. -->

<!ENTITY % SVG.Shape.extra.class "" >
<!ENTITY % SVG.Shape.class
  "| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
  | %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
  | %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- module: svg-text.mod .............................. -->

<!ENTITY % SVG.Text.extra.class "" >
<!ENTITY % SVG.Text.class
  "| %SVG.text.qname; | %SVG.altGlyphDef.qname; %SVG.Text.extra.class;"
>

<!ENTITY % SVG.TextContent.extra.class "" >
<!ENTITY % SVG.TextContent.class
  "| %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname;
  | %SVG.altGlyph.qname; %SVG.TextContent.extra.class;"
>

<!-- module: svg-marker.mod ............................ -->

<!ENTITY % SVG.Marker.extra.class "" >
<!ENTITY % SVG.Marker.class
  "| %SVG.marker.qname; %SVG.Marker.extra.class;"
>

<!-- module: svg-profile.mod ........................... -->

<!ENTITY % SVG.Profile.extra.class "" >
<!ENTITY % SVG.Profile.class
  "| %SVG.color-profile.qname; %SVG.Profile.extra.class;"
>

<!-- module: svg-gradient.mod .......................... -->

<!ENTITY % SVG.Gradient.extra.class "" >
<!ENTITY % SVG.Gradient.class
  "| %SVG.linearGradient.qname; | %SVG.radialGradient.qname;
  | %SVG.Gradient.extra.class;"
>

<!-- module: svg-pattern.mod ........................... -->
<!!-- ... ............................................... -->
<!-- SVG 1.1 View Module ............................... -->
<!-- file: svg-view.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-view.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ELEMENTS SVG 1.1 View//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-view.mod"

................................................................. -->

<!-- View

view

This module declares markup to provide support for view.

-->

<!-- Qualified Names (Default) ...................... -->

<!ENTITY % SVG.view.qname "view" >

<!-- Attribute Collections (Default) ............... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.View.class .................................... -->

<!ENTITY % SVG.View.extra.class "" >

<!ENTITY % SVG.View.class
"| %SVG.view.qname; %SVG.View.extra.class;"
>

<!-- view: View Element ............................. -->

<!ENTITY % SVG.view.extra.content "" >

<!ENTITY % SVG.view.element "INCLUDE" >
<![%SVG.view.element;]
<!ENTITY % SVG.view.content
"(( %SVG.Description.class; %SVG.view.extra.content; )*" 
>

Open Source Used In DNAC Platform Antelope 13339
<!ELEMENT %SVG.view.qname; %SVG.view.content; >
<!-- end of SVG.view.element -->

<!ENTITY % SVG.view.attlist "INCLUDE" >
<![%SVG.view.attlist;[
<!ATTLIST %SVG.view.qname;
 %SVG.Core.attrib;
 %SVG.External.attrib;
 viewBox %ViewBoxSpec.datatype; #IMPLIED
 preserveAspectRatio %PreserveAspectRatioSpec.datatype; 'xMidYMid meet'
 zoomAndPan ( disable | magnify ) 'magnify'
 viewTarget CDATA #IMPLIED
 >
<!-- end of SVG.view.attlist -->]]>

<!-- end of svg-view.mod -->

Found in path(s):
 * /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-view.mod
No license file was found, but licenses were detected in source scan.

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 *
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* work is distributed under the W3C(r) Software License [1] in the hope that
* it will be useful, but WITHOUT ANY WARRANTY; without even the implied
* warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
* *
* *
* Modifications:
* *
* September 18, 2005
* Translated IDL to Java.
* Placed interface in org.apache.batik.dom.svg12 for the time being.
* Added javadocs.
*/

Found in path(s):
 * /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg12/SVGGlobal.java
 * /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg12/Global.java
No license file was found, but licenses were detected in source scan.
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-animevents-attrib.mod 1733416 2016-03-03 07:07:13Z gados $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Animation Events Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animevents-attrib.mod"

...... Animation Events Attribute

onbegin, onend, onrepeat, onload

This module defines the AnimationEvents attribute set.

......

<!ENTITY % SVG.onbegin.attrib "onbegin %Script.datatype; #IMPLIED">

<!ENTITY % SVG.onend.attrib "onend %Script.datatype; #IMPLIED">

<!ENTITY % SVG.onrepeat.attrib "onrepeat %Script.datatype; #IMPLIED">

<!ENTITY % SVG.onload.attrib "onload %Script.datatype; #IMPLIED">

<!ENTITY % SVG.AnimationEvents.extra.attrib "">

<!ENTITY % SVG.AnimationEvents.attrib "%SVG.onbegin.attrib;
%SVG.onend.attrib;
%SVG.onrepeat.attrib;
%SVG.onload.attrib;
%SVG.AnimationEvents.extra.attrib;" >
<!!-- end of svg-animevents-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-animevents-attrib.mod
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Basic Document Model Module ...................... -->
<!-- file: svg11-basic-model.mod

This is SVG Basic, a proper subset of SVG.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-basic-model.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC ".//W3C//ENTITIES SVG 1.1 Basic Document Model//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-basic-model.mod"

................................................................. -->

<!-- SVG 1.1 Basic Document Model

This module describes the groupings of elements that make up
common content models for SVG elements.
-->

<!-- Content Models (Default) ......................... -->

<!ENTITY % SVG.Marker.class "" >

<!-- module: svg-structure.mod ......................... -->

<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
"%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
%SVG.Description.extra.class;"
>

<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
"| %SVG.use.qname; %SVG.Use.extra.class;"
>

<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
"| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;"
%SVG.Use.class; %SVG.Structure.extra.class;

<!-- module: svg-conditional.mod ....................... -->

<!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class
"| %SVG.switch.qname; %SVG.Conditional.extra.class;"
>

<!-- module: svg-image.mod .............................. -->

<!ENTITY % SVG.Image.extra.class "" >
<!ENTITY % SVG.Image.class
"| %SVG.image.qname; %SVG.Image.extra.class;"
>

<!-- module: svg-style.mod ............................. -->

<!ENTITY % SVG.Style.extra.class "" >
<!ENTITY % SVG.Style.class
"| %SVG.style.qname; %SVG.Style.extra.class;"
>

<!-- module: svg-shape.mod ............................. -->

<!ENTITY % SVG.Shape.extra.class "" >
<!ENTITY % SVG.Shape.class
"| %SVG.path.qname; | %SVG.rect.qname; | %SVG.circle.qname;
| %SVG.line.qname; | %SVG.ellipse.qname; | %SVG.polyline.qname;
| %SVG.polygon.qname; %SVG.Shape.extra.class;"
>

<!-- module: svg-text.mod .............................. -->

<!ENTITY % SVG.Text.extra.class "" >
<!ENTITY % SVG.Text.class
"| %SVG.text.qname; %SVG.Text.extra.class;"
>

<!ENTITY % SVG.TextContent.extra.class "" >
<!ENTITY % SVG.TextContent.class
"| %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname;
%SVG.TextContent.extra.class;"
>

<!-- module: svg-profile.mod ........................... -->
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For SVG 1.0:

Namespace:
http://www.w3.org/2000/svg

Public identifier:
PUBLIC "

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Revision: $Id: svg-hyperlink.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Hyperlinking//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-hyperlink.mod"

Hyperlinking

a
This module declares markup to provide support for hyper linking.

<!-- link to this target -->
<!-- Qualified Names (Default) ...................... -->

<!-- Attribute Collections (Default) ............... -->

<!-- SVG.Hyperlink.class .............................. -->

<!-- SVG.Presentation.attrib .......................... -->

<!ENTITY % SVG.Hyperlink.extra.class "" >
<!ENTITY % SVG.Hyperlink.class "| %SVG.a.qname; %SVG.Hyperlink.extra.class;" >
<!ENTITY % SVG.Presentation.attrib "" >
<!ENTITY % SVG.Presentation.extra.attrib "" >
<!ENTITY % SVG.Container.attrib;
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-container-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Container Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-container-attrib.mod"

................................................................. -->

<!-- Container Attribute

   enable-background

   This module defines the Container attribute set. -->

<ENTITY % EnableBackgroundValue.datatype "CDATA" >

<ENTITY % SVG.enable-background.attrib
   "enable-background %EnableBackgroundValue.datatype; #IMPLIED"
>

<ENTITY % SVG.Container.extra.attrib ">

<ENTITY % SVG.Container.attrib
   "%SVG.enable-background.attrib;
   %SVG.Container.extra.attrib;"
This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-clip.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ELEMENTS SVG 1.1 Clip//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-clip.mod"

This module declares markup to provide support for clipping.

<!-- 'clip-path' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % ClipPathValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->
<!ENTITY % SVG.clipPath.qname "clipPath" >

<!-- Attribute Collections (Default) ............... -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-clip.mod
No license file was found, but licenses were detected in source scan.

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*/

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGAnimatedPathDataSupport.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/TraitAccess.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/SVGOMTransform.java
No license file was found, but licenses were detected in source scan.

<!-- ................................. -->
<!-- SVG 1.1 Qualified Name Module ................................. -->
<!-- file: svg-qname.mod

This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-qname.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "/W3C//ENTITIES SVG 1.1 Qualified Name//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-qname.mod"

.......................................................... -->

<!-- Qualified Name
This module is contained in two parts, labeled Section 'A' and 'B':

Section A declares parameter entities to support namespace-qualified names, namespace declarations, and name prefixing for SVG and extensions.

Section B declares parameter entities used to provide namespace-qualified names for all SVG element types:

--> 

<!-- Section A: SVG XML Namespace Framework __________________ -->

<!-- 1. Declare a %SVG.prefixed; conditional section keyword, used to activate namespace prefixing. The default value should inherit '%NS.prefixed;' from the DTD driver, so that unless overridden, the default behaviour follows the overall DTD prefixing scheme. -->

<!ENTITY % NS.prefixed "IGNORE" >
<!ENTITY % SVG.prefixed "%NS.prefixed;" >

<!-- 2. Declare a parameter entity (eg., %SVG.xmlns;) containing the URI reference used to identify the SVG namespace: -->

<!ENTITY % SVG.xmlns "http://www.w3.org/2000/svg" >
<!ENTITY % XLINK.xmlns "http://www.w3.org/1999/xlink" >

<!-- 3. Declare parameter entities (eg., %SVG.prefix;) containing the default namespace prefix string(s) to use when prefixing is enabled. This may be overridden in the DTD driver or the internal subset of an document instance. If no default prefix is desired, this may be declared as an empty string. -->

<!ENTITY % SVG.prefix "" >
<!ENTITY % XLINK.prefix "xlink" >

<!-- 4. Declare parameter entities (eg., %SVG.pfx;) containing the colonized prefix(es) (eg., '%SVG.prefix;:') used when prefixing is active, an empty string when it is not. -->

<![%SVG.prefixed;[
<!ENTITY % SVG.pfx "%SVG.prefix;:" >
]]>
<!ENTITY % SVG.pfx "" >
<!ENTITY % XLINK.pfx "%XLINK.prefix;:" >

<!-- 5. The parameter entity %SVG.xmlns.extra.attrib; may be
redeclared to contain any non-SVG namespace declaration attributes for namespaces embedded in SVG. The default is an empty string.

-->
<!ENTITY % SVG.xmlns.extra.attrib "" >

<!-- Declare a parameter entity XLINK.xmlns.attrib containing the XML Namespace declarations for XLink. -->
<!ENTITY % XLINK.xmlns.attrib "xmlns:%XLINK.prefix; %URI.datatype; #FIXED '%XLINK.xmlns;'' >

<!-- Declare a parameter entity %NS.decl.attrib; containing all XML Namespace declarations used in the DTD, plus the xmlns declaration for SVG, its form dependent on whether prefixing is active. -->
<!ENTITY % NS.decl.attrib "xmlns:%NS.decl.attrib; %XLINK.xmlns.attrib; %SVG.xmlns.extra.attrib;" >

<!-- Declare a parameter entity %NS.decl.attrib; containing all XML namespace declaration attributes used by SVG, including a default xmlns attribute when prefixing is inactive. -->
<!ENTITY % NS.decl.attrib "xmlns %URI.datatype; #FIXED '%NS.decl.attrib;' >

<!-- Section B: SVG Qualified Names :::::::::::::::::::::::::::::: -->

<!-- 6. This section declares parameter entities used to provide

<!-- Section B: SVG Qualified Names ::::::::::::::::::::::::::::::: -->

<%!-- 6. This section declares parameter entities used to provide
namespace-qualified names for all SVG element types.

<!-- module: svg-structure.mod ............................ -->

<!ENTITY % SVG.svg.qname "%SVG.pfx;svg" >
<!ENTITY % SVG.g.qname "%SVG.pfx:g" >
<!ENTITY % SVG.defs.qname "%SVG.pfx;defs" >
<!ENTITY % SVG.desc.qname "%SVG.pfx;desc" >
<!ENTITY % SVG.title.qname "%SVG.pfx:title" >
<!ENTITY % SVG.metadata.qname "%SVG.pfx:metadata" >
<!ENTITY % SVG.symbol.qname "%SVG.pfx;symbol" >
<!ENTITY % SVG.use.qname "%SVG.pfx;use" >

<!-- module: svg-conditional.mod ......................... -->

<!ENTITY % SVG.switch.qname "%SVG.pfx;switch" >

<!-- module: svg-image.mod ............................. -->

<!ENTITY % SVG.image.qname "%SVG.pfx:image" >

<!-- module: svg-style.mod ............................. -->

<!ENTITY % SVG.style.qname "%SVG.pfx;style" >

<!-- module: svg-shape.mod ............................. -->

<!ENTITY % SVG.path.qname "%SVG.pfx:path" >
<!ENTITY % SVG.rect.qname "%SVG.pfx:rect" >
<!ENTITY % SVG.circle.qname "%SVG.pfx:circle" >
<!ENTITY % SVG.line.qname "%SVG.pfx;line" >
<!ENTITY % SVG.ellipse.qname "%SVG.pfx:ellipse" >
<!ENTITY % SVG.polyline.qname "%SVG.pfx;polyline" >
<!ENTITY % SVG.polygon.qname "%SVG.pfx;polygon" >

<!-- module: svg-text.mod ................................ -->

<!ENTITY % SVG.text.qname "%SVG.pfx;text" >
<!ENTITY % SVG.tspan.qname "%SVG.pfx:tspan" >
<!ENTITY % SVG.tref.qname "%SVG.pfx;tref" >
<!ENTITY % SVG.textPath.qname "%SVG.pfx;textPath" >
<!ENTITY % SVG.altGlyph.qname "%SVG.pfx;altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "%SVG.pfx;altGlyphDef" >
<!ENTITY % SVG.altGlyphItem.qname "%SVG.pfx;altGlyphItem" >
<!ENTITY % SVG.glyphRef.qname "%SVG.pfx;glyphRef" >

<!-- module: svg-marker.mod ............................. -->
<!ENTITY % SVG.feFuncR.qname "%SVG.pfx;feFuncR" >
<!ENTITY % SVG.feFuncG.qname "%SVG.pfx;feFuncG" >
<!ENTITY % SVG.feFuncB.qname "%SVG.pfx;feFuncB" >
<!ENTITY % SVG.feFuncA.qname "%SVG.pfx;feFuncA" >

<!-- module: svg-cursor.mod ......................... -->

<!ENTITY % SVG.cursor.qname "%SVG.pfx;cursor" >

<!-- module: svg-hyperlink.mod ....................... -->

<!ENTITY % SVG.a.qname "%SVG.pfx;a" >

<!-- module: svg-view.mod ......................... -->

<!ENTITY % SVG.view.qname "%SVG.pfx;view" >

<!-- module: svg-script.mod ........................ -->

<!ENTITY % SVG.script.qname "%SVG.pfx;script" >

<!-- module: svg-animation.mod ..................... -->

<!ENTITY % SVG.animateMotion.qname "%SVG.pfx;animateMotion" >
<!ENTITY % SVG.animateColor.qname "%SVG.pfx;animateColor" >
<!ENTITY % SVG.animateTransform.qname "%SVG.pfx;animateTransform" >

<!-- module: svg-font.mod .......................... -->

<!ENTITY % SVG.font.qname "%SVG.pfx;font" >
<!ENTITY % SVG.font-face.qname "%SVG.pfx;font-face" >
<!ENTITY % SVG.glyph.qname "%SVG.pfx;glyph" >
<!ENTITY % SVG.missing-glyph.qname "%SVG.pfx;missing-glyph" >
<!ENTITY % SVG.hkern.qname "%SVG.pfx;hkern" >
<!ENTITY % SVG.vkern.qname "%SVG.pfx;vkern" >
<!ENTITY % SVG.font-face-src.qname "%SVG.pfx;font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "%SVG.pfx;font-face-uri" >
<!ENTITY % SVG.font-face-format.qname "%SVG.pfx;font-face-format" >
<!ENTITY % SVG.font-face-name.qname "%SVG.pfx;font-face-name" >
<!ENTITY % SVG.definition-src.qname "%SVG.pfx;definition-src" >

<!-- module: svg-extensibility.mod ................... -->

<!ENTITY % SVG.foreignObject.qname "%SVG.pfx;foreignObject" >
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Revision: $Id: svg-opacity-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:
PUBLIC "-/W3C//ENTITIES SVG 1.1 Paint Opacity Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-opacity-attrib.mod"

-opacity, fill-opacity, stroke-opacity

This module defines the Opacity attribute set.
-->

<!ENTITY % SVG.opacity.attrib
"opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-opacity.attrib
"fill-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-opacity.attrib
"stroke-opacity %OpacityValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.opacity attrib "" >

<!ENTITY % SVG.opacity attrib
"%SVG.opacity attrib;
%SVG.fill-opacity attrib;
%SVG.stroke-opacity attrib;
%SVG.Opacity.extra attrib;"
This is SVG Basic, a proper subset of SVG.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-basic-attribs.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Basic Attribute Collection//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-basic-attribs.mod"

....................................................................... -->

<!-- SVG 1.1 Basic Attribute Collection

This module defines the set of common attributes that can be present
on many SVG elements.
-->
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-basic-clip.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Basic Clip//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-clip.mod"

<!ENTITY % ClipPathValue.datatype "CDATA" >

<!ENTITY % SVG.clipPath.qname "clipPath" >

<!ENTITY % SVG.Clip.class ................. -->
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-docevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Document Events Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-docevents-attrib.mod"

This module defines the DocumentEvents attribute set.

onunload, onabort, onerror, onresize, onscroll, onzoom

onunload %Script.datatype; #IMPLIED

onabort %Script.datatype; #IMPLIED

onerror %Script.datatype; #IMPLIED

onresize %Script.datatype; #IMPLIED

onscroll %Script.datatype; #IMPLIED

<!ENTITY % SVG.onunload.attrib
"onunload %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onabort.attrib
"onabort %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onerror.attrib
"onerror %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onresize.attrib
"onresize %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onscroll.attrib
"onscroll %Script.datatype; #IMPLIED"
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-datatypes.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Datatypes//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-datatypes.mod"

Datatypes

This module declares common data types for properties and attributes.

<ENTITY % Boolean.datatype "( false | true )" >
<!-- 'clip-rule' or 'fill-rule' property/attribute value -->
<!ENTITY % ClipFillRule.datatype "( nonzero | evenodd | inherit )" >

<!-- media type, as per [RFC2045] -->
<!ENTITY % ContentType.datatype "CDATA" >

<!-- a <coordinate> -->
<!ENTITY % Coordinate.datatype "CDATA" >

<!-- a list of <coordinate>s -->
<!ENTITY % Coordinates.datatype "CDATA" >

<!-- a <color> value -->
<!ENTITY % Color.datatype "CDATA" >

<!-- a <integer> -->
<!ENTITY % Integer.datatype "CDATA" >

<!-- a language code, as per [RFC3066] -->
<!ENTITY % LanguageCode.datatype "NMTOKEN" >

<!-- comma-separated list of language codes, as per [RFC3066] -->
<!ENTITY % LanguageCodes.datatype "CDATA" >

<!-- a <length> -->
<!ENTITY % Length.datatype "CDATA" >

<!-- a list of <length>s -->
<!ENTITY % Lengths.datatype "CDATA" >

<!-- a <number> -->
<!ENTITY % Number.datatype "CDATA" >

<!-- a list of <number>s -->
<!ENTITY % Numbers.datatype "CDATA" >

<!-- opacity value (e.g., <number>) -->
<!ENTITY % OpacityValue.datatype "CDATA" >

<!-- a path data specification -->
<!ENTITY % PathData.datatype "CDATA" >

<!-- 'preserveAspectRatio' attribute specification -->
<!ENTITY % PreserveAspectRatioSpec.datatype "CDATA" >

<!-- script expression -->
<!ENTITY % Script.datatype "CDATA" >
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Revision: $Id: svg-graphevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ENTITIES SVG 1.1 Graphical Element Events Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphevents-attrib.mod"

This module defines the GraphicalEvents attribute set.
<!ENTITY % SVG.onfocusout.attrib
  "onfocusout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onactivate.attrib
  "onactivate %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onclick.attrib
  "onclick %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousedown.attrib
  "onmousedown %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseup.attrib
  "onmouseup %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseover.attrib
  "onmouseover %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmousemove.attrib
  "onmousemove %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onmouseout.attrib
  "onmouseout %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.onload.attrib
  "onload %Script.datatype; #IMPLIED"
>

<!ENTITY % SVG.GraphicalEvents.extra.attrib "" >

<!ENTITY % SVG.GraphicalEvents.attrib
  "%SVG.onfocusin.attrib;
  %SVG.onfocusout.attrib;
  %SVG.onactivate.attrib;
  %SVG.onclick.attrib;
  %SVG.onmousedown.attrib;
  %SVG.onmouseup.attrib;
  %SVG.onmouseover.attrib;
  %SVG.onmousemoveattrib;
  %SVG.onmouseout.attrib;
  %SVG.onload.attrib"
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-pattern.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ELEMENTS SVG 1.1 Pattern//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-pattern.mod"

....................................................................... -->

<!!-- Pattern

pattern

This module declares markup to provide support for pattern fill.
-->

<!!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.pattern.qname "pattern" >

<!!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG_CONTAINER.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Attribute Collection Module ...................... -->
<!-- file: svg11-attribs.mod

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Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg11-attribs.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C/ENTITIES SVG 1.1 Attribute Collection//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-attribs.mod"

................................................................. -->

<!-- SVG 1.1 Attribute Collection

This module defines the set of common attributes that can be present
on many SVG elements. -->

<!-- module: svg-conditional.mod ....................... -->

<!ENTITY % ExtensionList.datatype "CDATA" >
<!ENTITY % FeatureList.datatype "CDATA" >

<!ENTITY % SVG.Conditional.extra.attrib "" >
<!ENTITY % SVG.Conditional.attrib
  "requiredFeatures %FeatureList.datatype; #IMPLIED
   requiredExtensions %ExtensionList.datatype; #IMPLIED
   systemLanguage %LanguageCodes.datatype; #IMPLIED
   %SVG.Conditional.extra.attrib;"
>

<!-- module: svg-style.mod ................. -->

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >

<!ENTITY % SVG.Style.extra.attrib "" >
<!ENTITY % SVG.Style.attrib
  "style %StyleSheet.datatype; #IMPLIED
   class %ClassList.datatype; #IMPLIED
   %SVG.Style.extra.attrib;"
>
font-stretch ( normal | wider | narrower | ultra-condensed |
extra-condensed | condensed | semi-condensed |
semi-expanded | expanded | extra-expanded |
ultra-expanded | inherit ) #IMPLIED
font-style ( normal | italic | oblique | inherit ) #IMPLIED
font-variant ( normal | small-caps | inherit ) #IMPLIED
font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
%SVG.Font.extra.attrib;" >

<!-- module: svg-marker.mod ......................... -->

<!ENTITY % MarkerValue.datatype "CDATA" >

<!ENTITY % SVG.Marker.extra.attrib "" >
<!ENTITY % SVG.Marker.attrib
"marker-start %MarkerValue.datatype; #IMPLIED
marker-mid %MarkerValue.datatype; #IMPLIED
marker-end %MarkerValue.datatype; #IMPLIED
%SVG.Marker.extra.attrib;" >

<!-- module: svg-profile.mod ....................... -->

<!ENTITY % SVG.Profile.extra.attrib "" >
<!ENTITY % SVG.Profile.attrib
"color-profile CDATA #IMPLIED
%SVG.Profile.extra.attrib;" >

<!-- module: svg-gradient.mod ...................... -->

<!ENTITY % NumberOrPercentage.datatype "CDATA" >

<!ENTITY % SVG.Gradient.extra.attrib "" >
<!ENTITY % SVG.Gradient.attrib
"stop-color %SVGColor.datatype; #IMPLIED
stop-opacity %OpacityValue.datatype; #IMPLIED
%SVG.Gradient.extra.attrib;" >

<!-- module: svg-clip.mod ......................... -->

<!ENTITY % ClipPathValue.datatype "CDATA" >

<!ENTITY % SVG.Clip.extra.attrib "" >
<!ENTITY % SVG.Clip.attrib
"clip-path %ClipPathValue.datatype; #IMPLIED
clip-rule %ClipFillRule.datatype; #IMPLIED
%SVG.Clip.extra.attrib;"
>
<!-- module: svg-mask.mod ......................... -->

<!ENTITY % MaskValue.datatype "CDATA" >

<!ENTITY % SVG.Mask.extra.attrib "" >
<!ENTITY % SVG.Mask.attrib
"mask %MaskValue.datatype; #IMPLIED
%SVG.Mask.extra.attrib;"
>
<!-- module: svg-filter.mod ....................... -->

<!ENTITY % FilterValue.datatype "CDATA" >
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!ENTITY % SVG.Filter.extra.attrib "" >
<!ENTITY % SVG.Filter.attrib
"filter %FilterValue.datatype; #IMPLIED
%SVG.Filter.extra.attrib;"
>
<!ENTITY % SVG.FilterColor.extra.attrib "" >
<!ENTITY % SVG.FilterColor.attrib
"color-interpolation-filters ( auto | sRGB | linearRGB | inherit )
#IMPLIED
%SVG.FilterColor.extra.attrib;"
>
<!-- module: svg-cursor.mod ...................... -->

<!ENTITY % CursorValue.datatype "CDATA" >

<!ENTITY % SVG.Cursor.extra.attrib "" >
<!ENTITY % SVG.Cursor.attrib
"cursor %CursorValue.datatype; #IMPLIED
%SVG.Cursor.extra.attrib;"
>
<!-- end of svg11-attribs.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg11-attribs.mod
No license file was found, but licenses were detected in source scan.

<!-- ............................................................. -->
<!-- SVG 1.1 Filter Module ....................................... -->
<!-- file: svg-filter.mod

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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Filter//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-filter.mod"

....................................................................... -->

<!-- Filter


This module declares markup to provide support for filter effect.
-->

<!-- 'filter' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % FilterValue.datatype "CDATA" >

<!-- list of <number>s, but at least one and at most two -->
<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.filter.qname "filter" >
<!ENTITY % SVG.feBlend.qname "feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "feComposite" >
<!ENTITY % SVG.feConvolveMatrix.qname "feConvolveMatrix" >
<!ENTITY % SVG.feDiffuseLighting.qname "feDiffuseLighting" >
<!ENTITY % SVG.feDisplacementMap.qname "feDisplacementMap" >
<!ENTITY % SVG.feFlood.qname "feFlood" >
<!ENTITY % SVG.feGaussianBlur.qname "feGaussianBlur" >
<!ENTITY % SVG.feImage.qname "feImage" >
<!ENTITY % SVG.feMerge.qname "feMerge" >
<!ENTITY % SVG.feMergeNode.qname "feMergeNode" >
<!ENTITY % SVG.feMorphology.qname "feMorphology" >
<!ENTITY % SVG.feOffset.qname "feOffset" >
<!ENTITY % SVG.feSpecularLighting.qname "feSpecularLighting" >
<!ENTITY % SVG.feTile.qname "feTile" >
<!ENTITY % SVG.feTurbulence.qname "feTurbulence" >
<!ENTITY % SVG.feDistantLight.qname "feDistantLight" >
<!ENTITY % SVG.fePointLight.qname "fePointLight" >
<!ENTITY % SVG.feSpotLight.qname "feSpotLight" >
<!ENTITY % SVG.feFuncR.qname "feFuncR" >
<!ENTITY % SVG.feFuncG.qname "feFuncG" >
<!ENTITY % SVG.feFuncB.qname "feFuncB" >
<!ENTITY % SVG.feFuncA.qname "feFuncA" >
Open Source Used In DNAC Platform Antelope  13385
<ATTLIST %SVG.feMerge.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitive.attrib;
>
<!-- end of SVG.feMerge.attlist -->]]>

<!-- feMergeNode: Filter Effect Merge Node Element .... -->

ENTITY % SVG.feMergeNode.extra.content "" >

ENTITY % SVG.feMergeNode.element "INCLUDE" >
<![%SVG.feMergeNode.element;[ ENTITY % SVG.feMergeNode.content
"(%SVG.animate.qname; | %SVG.set.qname; %SVG.feMergeNode.extra.content; )*"
>
ELEMENT %SVG.feMergeNode.qname; %SVG.feMergeNode.content; >
<!-- end of SVG.feMergeNode.element -->]]>

ENTITY % SVG.feMergeNode.attlist "INCLUDE" >
<![%SVG.feMergeNode.attlist;[ ATTLIST %SVG.feMergeNode.qname;
  %SVG.Core.attrib;
  in CDATA #IMPLIED
>
<!-- end of SVG.feMergeNode.attlist -->]]>

<!-- feMorphology: Filter Effect Morphology Element .... -->

ENTITY % SVG.feMorphology.extra.content "" >

ENTITY % SVG.feMorphology.element "INCLUDE" >
<![%SVG.feMorphology.element;[ ENTITY % SVG.feMorphology.content
"(%SVG.animate.qname; | %SVG.set.qname;
  %SVG.feMorphology.extra.content; )*"
>
ELEMENT %SVG.feMorphology.qname; %SVG.feMorphology.content; >
<!-- end of SVG.feMorphology.element -->]]>

ENTITY % SVG.feMorphology.attlist "INCLUDE" >
<![%SVG.feMorphology.attlist;[ ATTLIST %SVG.feMorphology.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  operator ( erode | dilate ) 'erode'
  radius %NumberOptionalNumber.datatype; #IMPLIED
  >
baseFrequency %NumberOptionalNumber.datatype; #IMPLIED
numOctaves %Integer.datatype; #IMPLIED
seed %Number.datatype; #IMPLIED
stitchTiles ( stitch | noStitch ) 'noStitch'
type ( fractalNoise | turbulence ) 'turbulence'
>
</!-- end of SVG.feTurbulence.attlist -->]]>

</!-- feDistantLight: Filter Effect Distant Light Element -->

<!ENTITY % SVG.feDistantLight.extra.content "" >

<!ENTITY % SVG.feDistantLight.element "INCLUDE" >
</[%SVG.feDistantLight.element;[
<!ENTITY % SVG.feDistantLight.content
"( %SVG.animate.qname; | %SVG.set.qname;
 %SVG.feDistantLight.extra.content; )*"
>
</!-- end of SVG.feDistantLight.qname; %SVG.feDistantLight.content; >
</!-- end of SVG.feDistantLight.element --]]>

<!ENTITY % SVG.feDistantLight.attlist "INCLUDE" >
</[%SVG.feDistantLight.attlist;[
<!ATTLIST %SVG.feDistantLight.qname; %SVG.Core.attrib;
 azimuth %Number.datatype; #IMPLIED
elevation %Number.datatype; #IMPLIED
>
</!-- end of SVG.feDistantLight.attlist -->]]>

</!-- fePointLight: Filter Effect Point Light Element ... -->

<!ENTITY % SVG.fePointLight.extra.content "" >

<!ENTITY % SVG.fePointLight.element "INCLUDE" >
</[%SVG.fePointLight.element;[
<!ENTITY % SVG.fePointLight.content
"( %SVG.animate.qname; | %SVG.set.qname;
 %SVG.fePointLight.extra.content; )*"
>
</!-- end of SVG.fePointLight.qname; %SVG.fePointLight.content; >
</!-- end of SVG.fePointLight.element --]]>

<!ENTITY % SVG.fePointLight.attlist "INCLUDE" >
</[%SVG.fePointLight.attlist;[
<!ATTLIST %SVG.fePointLight.qname; %SVG.Core.attrib;
x %Number.datatype; #IMPLIED
y %Number.datatype; #IMPLIED
z %Number.datatype; #IMPLIED
>
<!-- end of SVG.fePointLight.attlist -->]]>

<!-- feSpotLight: Filter Effect Spot Light Element ..... -->

<!--ENTITY % SVG.feSpotLight.extra.content "" >

<!--ENTITY % SVG.feSpotLight.element "INCLUDE" >
<![SVG.feSpotLight.element;[
<!--ENTITY % SVG.feSpotLight.content
"( %SVG.animate.qname; | %SVG.set.qname; %SVG.feSpotLight.extra.content; )*"
>
<!--ELEMENT %SVG.feSpotLight.qname; %SVG.feSpotLight.content; >
<!-- end of SVG.feSpotLight.element -->]]>

<!--ENTITY % SVG.feSpotLight.attlist "INCLUDE" >
<![SVG.feSpotLight.attlist;[
<!--ATTLIST %SVG.feSpotLight.qname;
%SVG.Core.attrib;
x %Number.datatype; #IMPLIED
y %Number.datatype; #IMPLIED
z %Number.datatype; #IMPLIED
pointsAtX %Number.datatype; #IMPLIED
pointsAtY %Number.datatype; #IMPLIED
pointsAtZ %Number.datatype; #IMPLIED
specularExponent %Number.datatype; #IMPLIED
limitingConeAngle %Number.datatype; #IMPLIED
>
<!-- end of SVG.feSpotLight.attlist -->]]>

<!-- feFuncR: Filter Effect Function Red Element ....... -->

<!--ENTITY % SVG.feFuncR.extra.content "" >

<!--ENTITY % SVG.feFuncR.element "INCLUDE" >
<![SVG.feFuncR.element;[
<!--ENTITY % SVG.feFuncR.content
"( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncR.extra.content; )*"
>
<!--ELEMENT %SVG.feFuncR.qname; %SVG.feFuncR.content; >
<!-- end of SVG.feFuncR.element -->]]>

<!--ENTITY % SVG.feFuncR.attlist "INCLUDE" >
<![SVG.feFuncR.attlist;[
<!--ATTLIST %SVG.feFuncR.qname;
%SVG.Core.attrib;
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(Massachusetts Institute of Technology, Institut National de
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg12

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Revision: $Id: svg12

This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-basic-filter.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "/W3C//ELEMENTS SVG 1.1 Basic Filter//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-filter.mod"

................................................................. -->

<!- Basic Filter

  filter, feBlend, feColorMatrix, feComponentTransfer, feComposite,
  feFlood, feGaussianBlur, feImage, feMerge, feMergeNode, feOffset,
  feTile, feFuncR, feFuncG, feFuncB, feFuncA

This module declares markup to provide support for filter effect.
<!-- 'filter' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % FilterValue.datatype "CDATA">

<!-- list of <number>s, but at least one and at most two -->
<!ENTITY % NumberOptionalNumber.datatype "CDATA">

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.filter.qname "filter">
<!ENTITY % SVG.feBlend.qname "feBlend">
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix">
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer">
<!ENTITY % SVG.feComposite.qname "feComposite">
<!ENTITY % SVG.feFlood.qname "feFlood">
<!ENTITY % SVG.feGaussianBlur.qname "feGaussianBlur">
<!ENTITY % SVG.feImage.qname "feImage">
<!ENTITY % SVG.feMerge.qname "feMerge">
<!ENTITY % SVG.feMergeNode.qname "feMergeNode">
<!ENTITY % SVG.feOffset.qname "feOffset">
<!ENTITY % SVG.feTile.qname "feTile">
<!ENTITY % SVG.feFuncR.qname "feFuncR">
<!ENTITY % SVG.feFuncG.qname "feFuncG">
<!ENTITY % SVG.feFuncB.qname "feFuncB">
<!ENTITY % SVG.feFuncA.qname "feFuncA">

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.filter.element "INCLUDE" >
<![%SVG.filter.element;]
<!ENTITY % SVG.filter.content
  "(( %SVG.Description.class; )* , ( %SVG.animate.qname; | %SVG.set.qname;
   %SVG.FilterPrimitive.class; %SVG.filter.extra.content; )* )")
>
<!ELEMENT %SVG.filter.qname; %SVG.filter.content; >
<!-- end of SVG.filter.element -->]]>

<!ENTITY % SVG.filter.attlist "INCLUDE" >
<![%SVG.filter.attlist;]
<!ATTLIST %SVG.filter.qname;
  %SVG.Core.attrib;
  %SVG.Style.attrib;
  %SVG.Presentation.attrib;
  %SVG.XLink.attrib;
  %SVG.External.attrib;
  x %Coordinate.datatype; #IMPLIED
  y %Coordinate.datatype; #IMPLIED
  width %Length.datatype; #IMPLIED
  height %Length.datatype; #IMPLIED
  filterRes %NumberOptionalNumber.datatype; #IMPLIED
  filterUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
  primitiveUnits ( userSpaceOnUse | objectBoundingBox ) #IMPLIED
>
<!-- end of SVG.filter.attlist -->]]>

<!-- feBlend: Filter Effect Blend Element .............. -->
<!ENTITY % SVG.feBlend.extra.content "" >

<!ENTITY % SVG.feBlend.element "INCLUDE" >
<![%SVG.feBlend.element;]
<!ENTITY % SVG.feBlend.content
  "( %SVG.animate.qname; | %SVG.set.qname; %SVG.feBlend.extra.content; )*" 
>
<!ELEMENT %SVG.feBlend.qname; %SVG.feBlend.content; >
<!-- end of SVG.feBlend.element -->]]>

<!ENTITY % SVG.feBlend.attlist "INCLUDE" >
<![%SVG.feBlend.attlist;]
<!ATTLIST %SVG.feBlend.qname;
  %SVG.Core.attrib;
  %SVG.FilterColor.attrib;
  %SVG.FilterPrimitiveWithIn.attrib;
  in2 CDATA #REQUIRED
  mode ( normal | multiply | screen | darken | lighten ) 'normal'
>
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Paint Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-paint-attrib.mod"

................................................................. -->

<!- file: svg-paint-attrib.mod
<!-- Paint Attribute

   fill, fill-rule, stroke, stroke-dasharray, stroke-dashoffset,
   stroke-linecap, stroke-linejoin, stroke-miterlimit, stroke-width, color,
   color-interpolation, color-rendering

This module defines the Paint and Color attribute sets.
-->

<!-- a 'fill' or 'stroke' property/attribute value: <paint> -->
<!ENTITY % Paint.datatype "CDATA" >

<!-- 'stroke-dasharray' property/attribute value (e.g., 'none', list of <number>s) -->
<!ENTITY % StrokeDashArrayValue.datatype "CDATA" >

<!-- 'stroke-dashoffset' property/attribute value (e.g., 'none', <length>) -->
<!ENTITY % StrokeDashOffsetValue.datatype "CDATA" >

<!-- 'stroke-miterlimit' property/attribute value (e.g., <number>) -->
<!ENTITY % StrokeMiterLimitValue.datatype "CDATA" >

<!-- 'stroke-width' property/attribute value (e.g., <length>) -->
<!ENTITY % StrokeWidthValue.datatype "CDATA" >

<!ENTITY % SVG.fill.attrib
   "fill %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.fill-rule.attrib
   "fill-rule %ClipFillRule.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke.attrib
   "stroke %Paint.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dasharray.attrib
   "stroke-dasharray %StrokeDashArrayValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-dashoffset.attrib
   "stroke-dashoffset %StrokeDashOffsetValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.stroke-linecap.attrib
   "stroke-linecap ( butt | round | square | inherit ) #IMPLIED"
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Revision: $Id: svg-extresources-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 External Resources Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-extresources-attrib.mod"

................................................................. -->

<!-- External Resources Attribute -->

externalResourcesRequired

This module defines the External attribute set.

-->

<!ENTITY % SVG.externalResourcesRequired.attrib
"externalResourcesRequired %Boolean.datatype; #IMPLIED"
>

<!ENTITY % SVG.External.extra.attrib "" >

<!ENTITY % SVG.External.attrib
"%SVG.externalResourcesRequired.attrib;
%SVG.External.extra.attrib;"
>

<!-- end of svg-extresources-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg-extresources-attrib.mod
No license file was found, but licenses were detected in source scan.

SVG 1.1 Basic DTD

This is SVG Basic, a proper subset of SVG.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

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Revision: $Id: svg11

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg11-basic-flat.dtd

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<!-- ....................................................................... -->
<!-- SVG 1.1 Text Module ................................................... -->
<!-- file: svg-text.mod

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Revision: $Id: svg-text.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ELEMENTS SVG 1.1 Text//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-text.mod"

................................................................. -->

<!-- Text
This module declares markup to provide support for alternate glyph.

<!-- 'baseline-shift' property/attribute value (e.g., 'baseline', 'sub', etc.) -->
<!ENTITY % BaselineShiftValue.datatype "CDATA" >

<!-- 'font-family' property/attribute value (i.e., list of fonts) -->
<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!-- 'font-size' property/attribute value -->
<!ENTITY % FontSizeValue.datatype "CDATA" >

<!-- 'font-size-adjust' property/attribute value -->
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >

<!-- 'glyph-orientation-horizontal' property/attribute value (e.g., <angle>) -->
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >

<!-- 'glyph-orientation-vertical' property/attribute value (e.g., 'auto', <angle>) -->
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >

<!-- 'kerning' property/attribute value (e.g., 'auto', <length>) -->
<!ENTITY % KerningValue.datatype "CDATA" >

<!-- 'letter-spacing' or 'word-spacing' property/attribute value (e.g., 'normal', <length>) -->
<!ENTITY % SpacingValue.datatype "CDATA" >

<!-- 'text-decoration' property/attribute value (e.g., 'none', 'underline') -->
<!ENTITY % TextDecorationValue.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.text.qname "text" >
<!ENTITY % SVG.tspan.qname "tspan" >
<!ENTITY % SVG.tref.qname "tref" >
<!ENTITY % SVG.textPath.qname "textPath" >
<!ENTITY % SVG.altGlyph.qname "altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "altGlyphDef" >
<!ENTITY % SVG.altGlyphItem.qname "altGlyphItem" >
<!ENTITY % SVG.glyphRef.qname "glyphRef" >

<!-- Attribute Collections (Default) ..................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<ENTITY % SVG.Style.attrib "" >
<ENTITY % SVG.Paint.attrib "" >
<ENTITY % SVG.Color.attrib "" >
<ENTITY % SVG.Opacity.attrib "" >
<ENTITY % SVG.Graphics.attrib "" >
<ENTITY % SVG.Clip.attrib "" >
<ENTITY % SVG.Mask.attrib "" >
<ENTITY % SVG.Filter.attrib "" >
<ENTITY % SVG.GraphicalEvents.attrib "" >
<ENTITY % SVG.Cursor.attrib "" >
<ENTITY % SVG.XLink.attrib "" >
<ENTITY % SVG.XLinkRequired.attrib "" >
<ENTITY % SVG.External.attrib "" >

<!-- SVG.Text.class .................................... -->

<!ENTITY % SVG.Text.class | %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname; | %SVG.altGlyph.qname; %SVG.Text.extra.class;>

<!-- SVG.TextContent.class ............................. -->

<!ENTITY % SVG.TextContent.class | %SVG.tspan.qname; | %SVG.tref.qname; | %SVG.textPath.qname; | %SVG.altGlyph.qname; %SVG.TextContent.extra.class;>

<!-- SVG.Text.attrib ................................... -->

<!ENTITY % SVG.Text.attrib "writing-mode ( lr-tb | rl-tb | tb-rl | lr | rl | tb | inherit ) #IMPLIED %SVG.Text.extra.attrib;" >

<!-- SVG.TextContent.attrib ............................ -->

<!ENTITY % SVG.TextContent.attrib "alignment-baseline ( auto | baseline | before-edge | text-before-edge | middle | central | after-edge | text-after-edge | ideographic | alphabetic | hanging | mathematical |
inherit ) #IMPLIED
baseline-shift %BaselineShiftValue.datatype; #IMPLIED
direction ( ltr | rtl | inherit ) #IMPLIED
dominant-baseline ( auto | use-script | no-change | reset-size |
    ideographic | alphabetic | hanging | mathematical |
    central | middle | text-after-edge | text-before-edge |
    inherit ) #IMPLIED
glyph-orientation-horizontal %GlyphOrientationHorizontalValue.datatype; #IMPLIED
glyph-orientation-vertical %GlyphOrientationVerticalValue.datatype; #IMPLIED
kerning %KerningValue.datatype; #IMPLIED
letter-spacing %SpacingValue.datatype; #IMPLIED
text-anchor ( start | middle | end | inherit ) #IMPLIED
text-decoration %TextDecorationValue.datatype; #IMPLIED
unicode-bidi ( normal | embed | bidi-override | inherit ) #IMPLIED
word-spacing %SpacingValue.datatype; #IMPLIED
%SVG.TextContent.extra.attrib;"
>
<!-- SVG.Font.attrib ................................. -->

<!ENTITY % SVG.Font.extra.attrib "" >

<!ENTITY % SVG.Font.attrib
"font-family %FontFamilyValue.datatype; #IMPLIED
font-size %FontSizeValue.datatype; #IMPLIED
font-size-adjust %FontSizeAdjustValue.datatype; #IMPLIED
font-stretch ( normal | wider | narrower | ultra-condensed |
    extra-condensed | condensed | semi-condensed |
    semi-expanded | expanded | extra-expanded |
    ultra-expanded | inherit ) #IMPLIED
font-style ( normal | italic | oblique | inherit ) #IMPLIED
font-variant ( normal | small-caps | inherit ) #IMPLIED
font-weight ( normal | bold | bolder | lighter | 100 | 200 | 300 | 400 |
    500 | 600 | 700 | 800 | 900 | inherit ) #IMPLIED
%SVG.Font.extra.attrib;"
>
<!-- text: Text Element .............................. -->

<!ENTITY % SVG.text.extra.content "" >

<!ENTITY % SVG.text.element "INCLUDE" >
<![%SVG.text.element;]
<!ENTITY % SVG.text.content
"(#PCDATA | %SVG.Description.class; | %SVG.Animation.class;
    %SVG.TextContent.class; %SVG.Hyperlink.class;
%SVG.External.attrib;
x %Coordinates.datatype; #IMPLIED
y %Coordinates.datatype; #IMPLIED
dx %Lengths.datatype; #IMPLIED
dy %Lengths.datatype; #IMPLIED
glyphRef CDATA #IMPLIED
format CDATA #IMPLIED
rotate %Numbers.datatype; #IMPLIED
>
<!-- end of SVG.altGlyph.attlist -->]]>

<!-- altGlyphDef: Alternate Glyph Definition Element ... -->

<!ENTITY % SVG.altGlyphDef.extra.content "" >

<!ENTITY % SVG.altGlyphDef.element "INCLUDE" >
<![%SVG.altGlyphDef.element;]
<!ENTITY % SVG.altGlyphDef.content
"(( %SVG.glyphRef.qname;+ | %SVG.altGlyphItem.qname;+ )
 %SVG.altGlyphDef.extra.content; )"
>
<!ELEMENT %SVG.altGlyphDef.qname; %SVG.altGlyphDef.content; >
<!!-- end of SVG.altGlyphDef.element -->]]>

<!ENTITY % SVG.altGlyphDef.attlist "INCLUDE" >
<![%SVG.altGlyphDef.attlist;]
<!ATTLIST %SVG.altGlyphDef.qname;
 %SVG.Core.attrib;
>
<!!-- end of SVG.altGlyphDef.attlist -->]]>

<!-- altGlyphItem: Alternate Glyph Item Element ....... -->

<!ENTITY % SVG.altGlyphItem.extra.content "" >

<!ENTITY % SVG.altGlyphItem.element "INCLUDE" >
<![%SVG.altGlyphItem.element;]
<!ENTITY % SVG.altGlyphItem.content
"(( %SVG.glyphRef.qname;+ %SVG.altGlyphItem.extra.content; )"
>
<!ELEMENT %SVG.altGlyphItem.qname; %SVG.altGlyphItem.content; >
<!!-- end of SVG.altGlyphItem.element -->]]>

<!ENTITY % SVG.altGlyphItem.attlist "INCLUDE" >
<![%SVG.altGlyphItem.attlist;]
<!ATTLIST %SVG.altGlyphItem.qname;
 %SVG.Core.attrib;
>
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Revision: $Id: svg-style.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Style//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-style.mod"

......................................................... -->

<!-- Style

style

This module declares markup to provide support for stylesheet.
-->

<!-- list of classes -->
<!ENTITY % ClassList.datatype "CDATA" >

<!-- comma-separated list of media descriptors. -->
<!ENTITY % MediaDesc.datatype "CDATA" >

<!-- style sheet data -->
<!ENTITY % StyleSheet.datatype "CDATA" >

<!-- Qualified Names (Default) ..................... -->
<!ENTITY % SVG.style.qname "style" >

<!-- Attribute Collections (Default) .............. -->
<!ENTITY % SVG.Core.attrib "" >

<!-- SVG.Style.class .................................. -->
<!ENTITY % SVG.Style.extra.class "" >

<!ENTITY % SVG.Style.class
"| %SVG.style.qname; %SVG.Style.extra.class;"
>

<!-- SVG.Style.attrib ................................

<!ENTITY % SVG.Style.extra.attrib "" >

<!ENTITY % SVG.Style.attrib
"style %StyleSheet.datatype; #IMPLIED
class %ClassList.datatype; #IMPLIED
%SVG.Style.extra.attrib;"
>
<!-- style: Style Element ......................... -->

<!ENTITY % SVG.style.extra.content "" >

<!ENTITY % SVG.style.element "INCLUDE" >
<![%SVG.style.element;[
<!ENTITY % SVG.style.content
"(#PCDATA %SVG.style.extra.content;)*"
>
<!ELEMENT %SVG.style.qname; %SVG.style.content; >
<!!-- end of SVG.style.element --]>

<!ENTITY % SVG.style.attlist "INCLUDE" >
<![%SVG.style.attlist;[
<!ATTLIST %SVG.style.qname;
   xml:space ( preserve ) #FIXED 'preserve'
   %SVG.Core.attrib;
   type %ContentType.datatype; #REQUIRED
   media %MediaDesc.datatype; #IMPLIED
   title %Text.datatype; #IMPLIED
>
<!!-- end of SVG.style.attlist --]>

<!-- end of svg-style.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-style.mod
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<!-- ............................................................... -->

<!-- SVG 1.1 Basic Font Module ........................................ -->
<!-- file: svg-basic-font.mod -->

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Revision: $Id: svg-basic-font.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-/W3C//ELEMENTS SVG 1.1 Basic Font//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-font.mod"
-- Basic Font
/font, font-face, glyph, missing-glyph, hkern, vkern, font-face-src,
font-face-uri, font-face-name

This module declares markup to provide support for template.
-->

-- Qualified Names (Default) ...................... -->

<!ENTITY % SVG.font.qname "font">
<!ENTITY % SVG.font-face.qname "font-face">
<!ENTITY % SVG.glyph.qname "glyph">
<!ENTITY % SVG.missing-glyph.qname "missing-glyph">
<!ENTITY % SVG.hkern.qname "hkern">
<!ENTITY % SVG.vkern.qname "vkern">
<!ENTITY % SVG.font-face-src.qname "font-face-src">
<!ENTITY % SVG.font-face-uri.qname "font-face-uri">
<!ENTITY % SVG.font-face-name.qname "font-face-name">

-- Attribute Collections (Default) ............. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

-- SVG.Font.class .................................. -->
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-basic-font.mod

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Revision: $Id: svg-conditional.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C/ELEMENTS SVG 1.1 Conditional Processing//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-conditional.mod"

................................................................. -->
<!-- Conditional Processing

switch

This module declares markup to provide support for conditional processing.
-->

<!-- extension list specification -->
<!ENTITY % ExtensionList.datatype "CDATA" >

<!-- feature list specification -->
<!ENTITY % FeatureList.datatype "CDATA" >

<!-- Qualified Names (Default) ......................... -->
<!ENTITY % SVG.switch.qname "switch" >

<!-- Attribute Collections (Default) .................... -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Conditional.class ............................. -->
<!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class "| %SVG.switch.qname; %SVG.Conditional.extra.class;" >
<!-- SVG.Conditional.attrib ................................ -->

<!ENTITY % SVG.Conditional.extra.attrib "" >

<!ENTITY % SVG.Conditional.attrib
"requiredFeatures %FeatureList.datatype; #IMPLIED
requiredExtensions %ExtensionList.datatype; #IMPLIED
systemLanguage %LanguageCodes.datatype; #IMPLIED
%SVG.Conditional.extra.attrib;"
>

<!-- SVG.Presentation.attrib ........................... -->

<!ENTITY % SVG.Presentation.extra.attrib "" >

<!ENTITY % SVG.Presentation.attrib
"%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG/Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;
%SVG.Gradient.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.FilterColor.attrib;
%SVG.Cursor.attrib;
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
%SVG.Presentation.extra.attrib;"
>

<!-- switch: Switch Element ............................ -->

<!ENTITY % SVG.switch.extra.content "" >

<!ENTITY % SVG.switch.element "INCLUDE" >
<![%SVG.switch.element;]
<!ENTITY % SVG.switch.content
"((%SVG.Description.class;)*, (%SVG.svg.qname; | %SVG.g.qname;
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Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-conditional.mod

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

SVG 1.1 Basic DTD

This is SVG Basic, a proper subset of SVG.

The Scalable Vector Graphics (SVG)
(Massachusetts Institute of Technology, Institut National de
Recherche en Informatique et en Automatique, Keio University).
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-graphics-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Graphics Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-graphics-attrib.mod"

<!-- Graphics Attribute
    display, image-rendering, pointer-events, shape-rendering,
    text-rendering, visibility

    This module defines the Graphics attribute set. -->

<!ENTITY % SVG.display.attrib "display ( inline | block | list-item | run-in | compact | marker |
    table | inline-table | table-row-group | table-header-group |
    table-footer-group | table-row | table-column-group |
    table-column | table-cell | table-caption | none | inherit )
#IMPLIED"
>

<!ENTITY % SVG.image-rendering.attrib "image-rendering ( auto | optimizeSpeed | optimizeQuality | inherit )
#IMPLIED"
>

<!ENTITY % SVG.pointer-events.attrib "pointer-events ( visiblePainted | visibleFill | visibleStroke | visible |
    painted | fill | stroke | all | none | inherit )
#IMPLIED"
>
<!ENTITY % SVG.shape-rendering.attrib
    "shape-rendering ( auto | optimizeSpeed | crispEdges | geometricPrecision |
      inherit ) #IMPLIED”>

<!ENTITY % SVG.text-rendering.attrib
    "text-rendering ( auto | optimizeSpeed | optimizeLegibility |
      geometricPrecision | inherit ) #IMPLIED”>

<!ENTITY % SVG.visibility.attrib
    "visibility ( visible | hidden | inherit ) #IMPLIED”>

<!ENTITY % SVG.Graphics.extra.attrib "" >

<!ENTITY % SVG.Graphics.attrib
    "%SVG.display.attrib;
    %SVG.image-rendering.attrib;
    %SVG.pointer-events.attrib;
    %SVG.shape-rendering.attrib;
    %SVG.text-rendering.attrib;
    %SVG.visibility.attrib;
    %SVG.Graphics.extra.attrib;”
>

<!-- end of svg-graphics-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
  jar/org/apache/batik/dom/svg/resources/svg-graphics-attrib.mod
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<!-- ....................................................................... -->
<!-- SVG 1.1 XLink Attribute Module ........................................ -->
<!-- file: svg-xlink-attrib.mod
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-xlink-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ENTITIES SVG 1.1 XLink Attribute//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-xlink-attrib.mod"

....................................................................... -->
<!-- XLink Attribute

    type, href, role, arcrole, title, show, actuate

This module defines the XLink, XLinkRequired, XLinkEmbed, and XLinkReplace attribute set.
-->
<ENTITY % SVG.XLinkReplace.extra.attrib "" >

<ENTITY % SVG.XLinkReplace.attrib
 "%XLINK.xmlns.attrib;
 %XLINK.pfx;type ( simple ) #FIXED 'simple'
 %XLINK.pfx:href %URI.datatype; #REQUIRED
 %XLINK.pfx;role %URI.datatype; #IMPLIED
 %XLINK.pfx;arcrole %URI.datatype; #IMPLIED
 %XLINK.pfx:title CDATA #IMPLIED
 %XLINK.pfx;show ( new | replace ) 'replace'
 %XLINK.pfx;actuate ( onRequest ) #FIXED 'onRequest'
 %SVG.XLinkReplace.extra.attrib;" >

<!-- end of svg-xlink-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg-xlink-attrib.mod
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<!-- .......................................................... -->
<!-- SVG 1.1 Scripting Module ...................................... -->
<!-- file: svg-script.mod

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Revision: $Id: svg-script.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Scripting//EN"
SYSTEM "http://www.w3.org/Specifications/1.1/DTD/svg-script.mod"

.......................................................... -->

<!-- Scripting

script

This module declares markup to provide support for scripting.
-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.script.qname "script" >
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Font//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-font.mod"

............................................................... -->

<!-- Font
font, font-face, glyph, missing-glyph, hkern, vkern, font-face-src,
font-face-uri, font-face-format, font-face-name, definition-src

This module declares markup to provide support for template.
-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.font.qname "font" >
<!ENTITY % SVG.font-face.qname "font-face" >
<!ENTITY % SVG.glyph.qname "glyph" >
<!ENTITY % SVG.missing-glyph.qname "missing-glyph" >
<!ENTITY % SVG.hkern.qname "hkern" >
<!ENTITY % SVG.vkern.qname "vkern" >
<!ENTITY % SVG.font-face-src.qname "font-face-src" >
<!ENTITY % SVG.font-face-uri.qname "font-face-uri" >
<!ENTITY % SVG.font-face-format.qname "font-face-format" >
<!ENTITY % SVG.font-face-name.qname "font-face-name" >
<!ENTITY % SVG.definition-src.qname "definition-src" >

</!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Font.class .................................... -->
<!ENTITY % SVG.Font.extra.class "" >
<!ENTITY % SVG.Font.class "| %SVG.font.qname; | %SVG.font-face.qname; %SVG.Font.extra.class;" >

<!-- SVG.Presentation.attrib ........................... -->
<!ENTITY % SVG.Presentation.extra.attrib "" >
<!ENTITY % SVG.Presentation.attrib "| %SVG.Container.attrib; %SVG.Viewport.attrib; %SVG.Text.attrib; %SVG.TextContent.attrib; %SVG.Font.attrib; %SVG.Paint.attrib; %SVG.Color.attrib; %SVG.Opacity.attrib; %SVG/Graphics.attrib; %SVG.Marker.attrib; %SVG.Profile.attrib; %SVG.Gradient.attrib; %SVG.Clip.attrib; %SVG.Mask.attrib; %SVG.Filter.attrib; %SVG.FilterColor.attrib; %SVG.Cursor.attrib; flood-color %SVGColor.datatype; #IMPLIED flood-opacity %OpacityValue.datatype; #IMPLIED lighting-color %SVGColor.datatype; #IMPLIED %SVG.Presentation.extra.attrib;" >

<!-- font: Font Element ................................ -->
<!ENTITY % SVG.font.extra.content "" >
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%SVG.Core.attrib;
        string CDATA #IMPLIED
    >
    <!-- end of SVG.font-face-format.attlist -->]

<!-- font-face-name: Font Face Name Element ............ -->

<!ENTITY % SVG.font-face-name.element "INCLUDE">
<!ENTITY %SVG.font-face-name.element:

<!ENTITY % SVG.font-face-name.content "EMPTY">
<!ENTITY %SVG.font-face-name.qname; %SVG.font-face-name.content; >
<!-- end of SVG.font-face-name.element --]>

<!ENTITY % SVG.font-face-name.attlist "INCLUDE">
<!ENTITY %SVG.font-face-name.attlist:

<!ATTLIST %SVG.font-face-name.qname;
    %SVG.Core.attrib;
    name CDATA #IMPLIED
    >
    <!-- end of SVG.font-face-name.attlist -->]

<!-- definition-src: Definition Source Element ......... -->

<!ENTITY % SVG.definition-src.element "INCLUDE">
<!ENTITY %SVG.definition-src.element:

<!ENTITY % SVG.definition-src.content "EMPTY">
<!ENTITY %SVG.definition-src.qname; %SVG.definition-src.content; >
<!-- end of SVG.definition-src.element --]>

<!ENTITY % SVG.definition-src.attlist "INCLUDE">
<!ENTITY %SVG.definition-src.attlist:

<!ATTLIST %SVG.definition-src.qname;
    %SVG.Core.attrib;
    %SVG.XLinkRequired.attrib;
    >
    <!-- end of SVG.definition-src.attlist -->]

<!-- end of svg-font.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-font.mod

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SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11

dimensional graphics in XML.
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Revision: $Id: svg11

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<!-- ....................................................................... -->
<!-- SVG 1.1 Tiny Document Model Module .................................... -->
This is SVG Tiny, a proper subset of SVG.
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Revision: $Id: svg11-tiny-model.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Tiny Document Model//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11-tiny-model.mod"

<!-- SVG 1.1 Tiny Document Model

This module describes the groupings of elements that make up
common content models for SVG elements.
-->

<!-- Content Models (Default) ......................... -->

<!ENTITY % SVG.Marker.class "" >
<!ENTITY % SVG.Profile.class "" >
<!ENTITY % SVG.Gradient.class "" >
<!ENTITY % SVG.Pattern.class "" >
<!ENTITY % SVG.Clip.class "" >
<!ENTITY % SVG.Mask.class "" >
<!ENTITY % SVG.Filter.class "" >
<!ENTITY % SVG.FilterPrimitive.class "" >
<!ENTITY % SVG.Cursor.class "" >

<!-- module: svg-basic-structure.mod ................. -->

<!ENTITY % SVG.Description.extra.class "" >
<!ENTITY % SVG.Description.class
 "%SVG.desc.qname; | %SVG.title.qname; | %SVG.metadata.qname;
 %SVG.Description.extra.class;"
 >

<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
 "| %SVG.use.qname; %SVG.Use.extra.class;"
 >

<!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
 "| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; %SVG.Use.class;
 %SVG.Structure.extra.class;"
<!-- SVG 1.1 Animation Module ............................................... -->
<!-- file: svg-animation.mod -->

This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-animation.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

    PUBLIC "-//W3C//ELEMENTS SVG 1.1 Animation//EN"
    SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-animation.mod"

............................................................... -->

<!-- Animation -->

animate, set, animateMotion, animateColor, animateTransform, mpath

This module declares markup to provide support for animation.
-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.animate.qname "animate" >
<!ENTITY % SVG.set.qname "set" >
<!ENTITY % SVG.animateMotion.qname "animateMotion" >
<!ENTITY % SVG.animateColor.qname "animateColor" >
<!ENTITY % SVG.animateTransform.qname "animateTransform" >
<!ENTITY % SVG.mpath.qname "mpath" >

<!-- Attribute Collections (Default) ................... -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.AnimationEvents.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Animation.class ............................... -->

<!ENTITY % SVG.Animation.class "" >

<!ENTITY % SVG.Animation.class
"%SVG.animate.qname; | %SVG.set.qname; | %SVG.animateMotion.qname; |
%SVG.animateColor.qname; | %SVG.animateTransform.qname; |
%SVG.Animation.extra.class;" >
"( %SVG.Description.class; %SVG.set.extra.content; )*"
>
<ENTITY %SVG.set.attlist "INCLUDE" >
<![%SVG.set.attlist;[
<!ATTLIST %SVG.set.qname;
%SVG.Core.attrib;
%SVG.Conditional.attrib;
%SVG.AnimationEvents.attrib;
%SVG.External.attrib;
%SVG.Animation.attrib;
%SVG.AnimationAttribute.attrib;
%SVG.AnimationTiming.attrib;
to CDATA #IMPLIED
>
<![-- end of SVG.set.attlist --]]>

<!-- animateMotion: Animate Motion Element .......... -->

<ENTITY %SVG.animateMotion.attlist "INCLUDE" >
<![%SVG.animateMotion.attlist;[
<!ENTITY %SVG.animateMotion.content
"(( %SVG.Description.class; )*, %SVG.mpath.qname;?
%SVG.animateMotion.extra.content; )"
>
<!ELEMENT %SVG.animateMotion.qname; %SVG.animateMotion.content; >
<![-- end of SVG.animateMotion.content --]]>

<!ENTITY %SVG.animateMotion.attlist "INCLUDE" >
<![%SVG.animateMotion.attlist;[
<!ATTLIST %SVG.animateMotion.qname;
%SVG.Core.attrib;
%SVG.Conditiona.attrib;
%SVG.AnimationEvents.attrib;
%SVG.External.attrib;
%SVG.Animation.attrib;
%SVG.AnimationTiming.attrib;
%SVG.AnimationAttribute.attrib;
%SVG.AnimationAddtion.attrib;
calcMode ( discrete | linear | paced | spline ) 'paced'
values CDATA #IMPLIED
keyTimes CDATA #IMPLIED
keySplings CDATA #IMPLIED
from CDATA #IMPLIED
to CDATA #IMPLIED
<![%SVG.animateTransform.attlist;]
<!ATTLIST %SVG.animateTransform.qname;
 %SVG.Core.attrib;
 %SVG.Conditional.attrib;
 %SVG.AnimationEvents.attrib;
 %SVG.External.attrib;
 %SVG.Animation.attrib;
 %SVG.AnimationAttribute.attrib;
 %SVG.AnimationTiming.attrib;
 %SVG.AnimationValue.attrib;
 %SVG.AnimationAddition.attrib;
 type ( translate | scale | rotate | skewX | skewY ) 'translate'
 >
 <!-- end of SVG.animateTransform.attlist -->]]>

<!-- mpath: Motion Path Element ......................... -->

<!ENTITY % SVG.mpath.extra.content "" >

<!ENTITY % SVG.mpath.element "INCLUDE" >
<![%SVG.mpath.element;[
 <!ENTITY % SVG.mpath.content
 "( %SVG.Description.class; %SVG.mpath.extra.content; )*"
 >
 <!ELEMENT %SVG.mpath.qname; %SVG.mpath.content; >
 <!-- end of SVG.mpath.element -->]]>

<!ENTITY % SVG.mpath.attlist "INCLUDE" >
<![%SVG.mpath.attlist;[
 <!ATTLIST %SVG.mpath.qname;
 %SVG.Core.attrib;
 %SVG.XLinkRequired.attrib;
 %SVG.External.attrib;
 >
 <!-- end of SVG.mpath.attlist -->]]>

<!-- end of svg-animation.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-animation.mod
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<!-- ....................................................................... -->
<!-- SVG 1.1 Viewport Attribute Module ..................................... -->
<!-- file: svg-viewport-attrib.mod
This is SVG, a language for describing two-dimensional graphics in XML. -->
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Viewport Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-viewport-attrib.mod"

This module defines the Viewport attribute set.

<!ENTITY % ClipValue.datatype "CDATA" >

<!ENTITY % SVG.clip.attrib 
"clip %ClipValue.datatype; #IMPLIED" >

<!ENTITY % SVG.overflow.attrib 
"overflow ( visible | hidden | scroll | auto | inherit ) #IMPLIED" >

<!ENTITY % SVG.Viewport.extra.attrib 
"" >

<!ENTITY % SVG.Viewport.attrib 
"%SVG.clip.attrib;
 %SVG.overflow.attrib;
 %SVG.Viewport.extra.attrib;" >

<!-- end of svg-viewport-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/resources/svg-viewport-attrib.mod
No license file was found, but licenses were detected in source scan.

This is SVG, a language for describing two-dimensional graphics in XML.
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "//W3C//ELEMENTS SVG 1.1 Basic Text//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-text.mod"

<!-- Basic Text

text, altGlyph, altGlyphDef, glyphRef

This module declares markup to provide support for text. -->

<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!ENTITY % FontSizeValue.datatype "CDATA" >

<!ENTITY % SVG.text.qname "text" >
<!ENTITY % SVG.altGlyph.qname "altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "altGlyphDef" >
<!ENTITY % SVG.glyphRef.qname "glyphRef" >

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!ENTITY % SVG.Text.class "" >
jar/org/apache/batik/dom/svg/resources/svg-basic-text.mod
No license file was found, but licenses were detected in source scan.

<!-- .......................................................... -->
<!-- SVG 1.1 Image Module ....................................... -->
<!-- file: svg-image.mod
This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-image.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Image//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-image.mod"

.......................................................... -->

<!-- Image

image

This module declares markup to provide support for image.
-->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.image.qname "image" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkEmbed.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Image.class ................................... -->
1.3108 drill-jdbc 1.19.0
1.3108.1 Available under license:

Drill : Exec : JDBC Driver using dependencies
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1.3109 qs 6.5.2

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1.3110 worker-loader 1.1.1 1.1.1
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1.3114 jsreport-licensing 2.2.3

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license: body.license,
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1.3119 snake-yaml 1.29

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Manifest-Version: 1.0
Automatic-Module-Name: org.yaml.snakeyaml
Bnd-LastModified: 1623172599972
Build-Jdk: 11.0.11
Built-By: alex13
Bundle-Description: YAML 1.1 parser and emitter for Java
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: SnakeYAML
Bundle-SymbolicName: org.yaml.snakeyaml
Bundle-Version: 1.29.0
Created-By: Apache Maven Bundle Plugin
Export-Package: org.yaml.snakeyaml;version="1.29",org.yaml.snakeyaml.comments;version="1.29",org.yaml.snakeyaml.composer;version="1.29",org.yaml.snakeyaml.constructor;version="1.29",org.yaml.snakeyaml.emitter;version="1.29",org.yaml.snakeyaml.env;version="1.29",org.yaml.snakeyaml.error;version="1.29",org.yaml.snakeyaml.events;version="1.29",org.yaml.snakeyaml.extensions.compactnotation;version="1.29",org.yaml.snakeyaml.introspector;version="1.29",org.yaml.snakeyaml.nodes;version="1.29",org.yaml.snakeyaml.parser;version="1.29",org.yaml.snakeyaml.reader;version="1.29",org.yaml.snakeyaml.representer;version="1.29",org.yaml.snakeyaml.resolver;version="1.29",org.yaml.snakeyaml.scanner;version="1.29",org.yaml.snakeyaml.tokens;version="1.29",org.yaml.snakeyaml.util;version="1.29"
Import-Package: org.yaml.snakeyaml;version="[1.29,2)",org.yaml.snakeyaml.comments;version="[1.29,2)",org.yaml.snakeyaml.composer;version="[1.29,2)",org.yaml.snakeyaml.constructor;version="[1.29,2)",org.yaml.snakeyaml.error;version="[1.29,2)",org.yaml.snakeyaml.events;version="[1.29,2)",org.yaml.snakeyaml.introspector;version="[1.29,2)",org.yaml.snakeyaml.nodes;version="[1.29,2)",org.yaml.snakeyaml.parser;version="[1.29,2)",org.yaml.snakeyaml.reader;version="[1.29,2)",org.yaml.snakeyaml.resolver;version="[1.29,2)",org.yaml.snakeyaml.scanner;version="[1.29,2)",org.yaml.snakeyaml.tokens;version="[1.29,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849

1.3120 cglib 2.2.2
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## jetty-client 9.3.27.v20190418

## any-promise 1.3.0

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1.3126 get-caller-file 2.0.5 2.0.5

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1.3136 to-array 0.1.4
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1.3141 javax-jdo 3.2.0-m3

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1.3148 libvpx 1.8.1-299-gd2a5e26359

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David Megginson, david@megginson.com
2000-05-05

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* /opt/cola/permits/1145449559_1616156337.74/0/netty-resolver-4-1-59-final-sources-jar/io/netty/resolver/DefaultAddressResolverGroup.java
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  jar/io/netty/resolver/HostsFileEntries.java
* /opt/cola/permits/1145449559_1616156337.74/0/netty-resolver-4-1-59-final-sources-
  jar/io/netty/resolver/ResolvedAddressTypes.java
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  jar/io/netty/resolver/RoundRobinInetAddressResolver.java

1.3155 commons-pool 2.6.1

1.3156 okio 2.7.0

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  DeprecatedOkio.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-
  jar/commonMain/okio/PeekSource.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/jvmMain/okio/-
  DeprecatedUpgrade.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/jvmMain/okio/-
  DeprecatedUtf8.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/jvmMain/okio/Throttler.kt

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* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-
  jar/commonMain/okio/Options.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-
  jar/jvmMain/okio/HashingSource.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-
  jar/jvmMain/okio/HashingSink.kt
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* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/internal/RealBufferedSource.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/internal/SegmentedByteString.kt

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* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/BufferedSink.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/BufferedSink.kt

* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/BufferedSink.kt
jar/commonMain/okio/Buffer.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/Source.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/internal/Buffer.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/RealBufferedSource.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/Timeout.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/RealBufferedSink.kt
* /opt/ws_local/PERMITS_SQL/1074323481_1595745315.39/0/okio-2-7-0-sources-jar/commonMain/okio/Okio.kt

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1.3157 woodstox-core 6.2.0
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1.3160 jaeger-thrift 0.23.0

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1.3161 jackson 2.11.1

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1.3164 path-to-regexp 0.1.7

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1.3166 string.prototype-codepointat 0.2.1

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1.3167 class-utils 0.3.6

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1.3169 @babel/plugin-transform-shorthand-properties 7.12.13
1.3169.1 Available under license :

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1.3170 string_decoder 0.10.31

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1.3171 htmlparser2 3.10.1
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1.3172 union-value 1.0.1

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1.3173 opentracing-api 0.31.0

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1.3174 generator-object-property 1.2.0

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1.3175 json-smart 2.3

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 */

Found in path(s):
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONObject.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONNavi.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONArray.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAwareEx.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/FakeMapper.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONAwareEx.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONValue.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JStylerObj.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONParserString.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONParserReader.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/BeansMapper.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/ParseException.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/ParseException.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JStylerReader.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserReader.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/BeansMapper.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserReader.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/BeansMapper.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAware.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserReader.java
*/
jar/net/minidev/json/parser/JSONParserBase.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/DefaultMapperOrdered.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserMemory.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParser.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserInputStream.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserByteArray.java
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* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/DefaultMapper.java
1.3176 kotlin 1.4.10
1.3176.1 Available under license:

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- Collections
  - AbstractSet.kt
  - ArrayDeque.kt
  - Arrays.kt
  - IndexedValue.kt
  - MapAccessors.kt
  - MapWithDefault.kt
  - MutableCollections.kt
  - ReversedViews.kt
  - SequenceBuilder.kt
  - SlidingWindow.kt
  - UArraySorting.kt
- Contracts
  - ContractBuilder.kt
- Coroutines
  - ContinuationInterceptor.kt
  - CoroutineContext.kt
  - CoroutineContextImpl.kt
- Experimental
  - bitwiseOperations.kt
  - inferenceMarker.kt
- Internal
  - Annotations.kt
  - Delegates.kt
  - Interfaces.kt
- Properties
  - ObservableProperty.kt
  - PropertyReferenceDelegates.kt
- SourcesContent
  - (function (root, factory) { if (typeof define === 'function' && define.amd) {
    define('kotlin', ['exports'], factory);
  } else if (typeof exports === 'object') {
    factory(module.exports);
  } else {
    root.kotlin = {};
    factory(root.kotlin);
  })(this,
  function (Kotlin) {
    var _ = Kotlin;
    insertContent();
  }));

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- Kotlin Functions
  - Kotlin.isBooleanArray
  - Kotlin.isByteArray
  - Kotlin.isShortArray
  - Kotlin.isCharArray
  - Kotlin.isIntArray
  - Kotlin.isFloatArray
  - Kotlin.isDoubleArray
  - Kotlin.isLongArray

- Utility Functions
  - Kotlin.arrayToString
  - Kotlin.arrayDeepToString
  - Kotlin.arrayEquals
  - Kotlin.arrayDeepEquals
  - Kotlin.arrayHashCode
  - Kotlin.arrayDeepHashCode
  - Kotlin.primitiveArraySort
null, implementedInterface: function () { return Kotlin.kotlin.reflect.KMutableProperty0 },

immutable: { value: null, implementedInterface: function () { return Kotlin.kotlin.reflect.KProperty0 },

} },

mutable: { value: null, implementedInterface: function () { return Kotlin.kotlin.reflect.KMutableProperty1 },

} },

immutable: { value: null, implementedInterface: function () { return Kotlin.kotlin.reflect.KProperty1 },

} ],

} ]

;]

function getPropertyRefMetadata(cache) {
    if (cache.value === null) {
        cache.value = {
            interfaces: [cache.implementedInterface()],

            baseClass: null,

            functions: {},

            properties: {},

            types: {},

            staticMembers: {}

        };  

    }
    return cache.value;
}

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 */

Kotlin.toShort = function (a) {
    return (a & 0xFFFF) << 16 >> 16;
};

Kotlin.toByte = function (a) {
    return (a & 0xFF) << 24 >> 24;
};

Kotlin.toChar = function (a) {
    return a & 0xFFFF;
};

Kotlin.numberToLong = function (a) {
    return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);
};

Kotlin.numberToInt = function (a) {
    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);
};

Kotlin.numberToShort = function (a) {
    return Kotlin.toShort(Kotlin.numberToInt(a));
};

Kotlin.numberToByte = function (a) {
    return Kotlin.toByte(Kotlin.numberToInt(a));
};

Kotlin.numberToDouble = function (a) {
    return +a;
};

Kotlin.numberToChar = function (a) {
    return Kotlin.toChar(Kotlin.numberToInt(a));
};

Kotlin.doubleToInt = function (a) {
    if (a > 2147483647) return 2147483647;
    if (a < -2147483648) return -2147483648;
    return a | 0;
};

Kotlin.toBoxedChar = function (a) {
    if (a == null) return a;
    if (a instanceof Kotlin.BoxedChar) return a;
    return new Kotlin.BoxedChar(a);
};

Kotlin.unboxChar = function (a) {
    if (a == null) return a;
    return Kotlin.toChar(a);
};

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Kotlin.equals = function (obj1, obj2) {
    if (obj1 == null) {
        return obj2 == null;
    }

    if (obj2 == null) {
        return false;
    }

    if (obj1 !== obj1) {
        return obj2 !== obj2;
    }

    if (typeof obj1 === "object" && typeof obj1.equals === "function") {
        return obj1.equals(obj2);
    }

    if (typeof obj1 === "number" && typeof obj2 === "number") {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2)
    }

    return obj1 === obj2;
};

Kotlin.hashCode = function (obj) {
    if (obj == null) {
        return 0;
    }

    var objType = typeof obj;

    if ("object" === objType) {
        return "function" === objType ? obj.hashCode() : getObjectHashCode(obj);
    }

    if ("number" === objType) {
        return Kotlin.numberHashCode(obj);
    }

    if ("boolean" === objType) {
        return Number(obj);
    }

    var str = String(obj);
    return getHashCode(obj, str);
};

Kotlin.identityHashCode = getObjectHashCode;

/** @const */
var POW_2_32 = 4294967296;
// TODO: consider switching to Symbol type once we are on ES6.
/** @const */
var OBJECT_HASH_CODE_PROPERTY_NAME = "kotlinHashCodeValue$";

function getObjectHashCode(obj) {
    if (!OBJECT_HASH_CODE_PROPERTY_NAME in obj)) {
        var hash = (Math.random() * POW_2_32) | 0;

        Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, {
            value: hash, enumerable: false });

        return obj;  

    } /*
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 */

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/**
 * Constructs a 64-bit two's-complement integer,
given its low and high 32-bit values as *signed* integers. See the from* functions below for more
* convenient ways of constructing Longs.

The internal representation of a long is the two given signed, 32-bit values.
We use 32-bit pieces because these are the size of integers on which Javascript performs bit-
operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can
easily be multiplied within Javascript's floating-point representation without overflow
* or change in sign.

In the algorithms below, we frequently reduce the negative case to the positive case by negating the
input(s) and then post-processing the result.

Note that we must ALWAYS check specially whether those values are MIN_VALUE
*(-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

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

Kotlin.Long.$metadata$ = {
    kind: "class",
    simpleName: "Long",
    interfaces:

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

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

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

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

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

  // Do several (8) digits each time through the loop, so as to
  // minimize the calls to the very expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));
  var result = Kotlin.Long.ZERO;
  var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var parsed = parseInt(str.substring(i, i + size), radix);
    if (size < 8) {
      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
    } else {
      result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
    }
  }
  return result;
};
```javascript
result.multiply(radixToPower);
result = result.add(Kotlin.Long.fromNumber(value));
}


// NOTE: the compiler should inline these constant values below and then remove/" delete these variables, so there should be no runtime penalty for these. Number used repeated below in calculations.

/**
 * Number used repeated below in calculations.
 * This must appear before the first call to any from function below.
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;
Kotlin.Long.TWO_PWR_32_DBL_ = 1 << 32;
Kotlin.Long.TWO_PWR_48_DBL_ = 1 << 48;
Kotlin.Long.TWO_PWR_64_DBL_ = 1 << 64;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ * 2;
Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ * 2;
Kotlin.Long.TWO_PWR_64_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ * 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.ZERO = Kotlin.Long.ZERO;
Kotlin.Long.ONE = Kotlin.Long.ONE;
Kotlin.Long.NEG_ONE = Kotlin.Long.NEG_ONE;
Kotlin.Long.MAX_VALUE = Kotlin.Long.MAX_VALUE;
Kotlin.Long.MIN_VALUE = Kotlin.Long.MIN_VALUE;
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.TWO_PWR_24_DBL_;
: bit + 1;
}]);

/** @return {boolean} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 &
  this低_ == 0;
}

/** @return {boolean} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ == 0;
}

/** @return {boolean} Whether this value is odd. */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
}

/** @return {boolean} Whether this Long does not equal the other. */
Kotlin.Long.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_)
  && (this.low_ != other.low_);
}

/** @return {boolean} Whether this Long is less than the other. */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
}

/** @return {boolean} Whether this Long is less than or equal to the other. */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
}

/** @return {boolean} Whether this Long is greater than the other. */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
}

/** @return {boolean} Whether this Long is greater than or equal to the other. */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
}

/** @return {Kotlin.Long} The negation of this value. */
Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE);
  }
}

/** @return {Kotlin.Long} The sum of this and the given Long. */
Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and
  // then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  var c00 += a00 + b00;
  var c16 += c00 >>> 16;
  var c00 &= 0xFFFF;
  var c16 += a16 + b16;
  var c32 += c16 >>> 16;
  var c16 &= 0xFFFF;
  var c32 += a32 + b32;
  var c48 += c32 >>> 16;
  var c32 &= 0xFFFF;
  var c48 += a48 + b48;
  var c48 &= 0xFFFF;

  return Kotlin.Long.fromBits(c48 << 16, c00, c48 << 16, c32);
}

/** @return {Kotlin.Long} The product of this and the given Long. */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }

  // If both longs are small, use float
  // multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24_) &&
  other.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    return Kotlin.Long.fromNumber(this.toNumber() *

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other.toString());

  // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
  // We can skip products that would overflow.

  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
  c00 += a00 * b00;
  c16 += a16 * b00;
  c32 += a32 * b00;
  c48 += a48 * b00;

  c00 += a00 * b16;
  c16 += a16 * b16;
  c32 += a32 * b16;
  c48 += a48 * b16;

  c00 += a00 * b32;
  c16 += a16 * b32;
  c32 += a32 * b32;
  c48 += a48 * b32;

  c00 += a00 * b48;
  c16 += a16 * b48;
  c32 += a32 * b48;
  c48 += a48 * b48;

  return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);
}

/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} This Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
        other.equalsLong(Kotlin.Long.NEG_ONE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if ((approx.equalsLong(Kotlin.Long.ZERO)) ||
          (other.isNegative() &&
           (other.equalsLong(Kotlin.Long.MIN_VALUE) ||
            other.equalsLong(Kotlin.Long.NEG_ONE)))) {
        return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
      } else if (other.equalsLong(Kotlin.Long.ZERO)) {
        return Kotlin.Long.ZERO;
      }

      if (this.isNegative()) {
        if (other.isNegative()) {
          return this.negate().div(other.negate());
        } else {
          return this.negate().div(other).negate();
        }
      } else if (other.isNegative()) {
        return this.div(other.negate());
      }

      // Repeat the following until the remainder is less than or equal to the
      // approximate result of division.  This may be a little greater or
      // smaller than the actual value.
      var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
      // We will tweak the approximate result by changing it in the 48-th digit or
      // the smallest non-fractional digit, whichever is larger.

      var log2 = Math.ceil(Math.log(approx) / Math.LN2);
      var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

      var approxRem = approxRem.multiply(other);
      while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
        approxRem = approxRem.subtract(other.multiply(approxRem));
      }

      var result = approxRem.add(other.multiply(approxRem));
      var res = res.add(approxRes);
      return result;
    }
  } else if (this.equalsLong(Kotlin.Long.ZERO)) {
    return Kotlin.Long.ZERO;
  }

  if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  } else if (rem.randn()) {
    // Approximate the result of division.  This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.

    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

    // Decrease the approximation until it is smaller than the remainder.
    while (approxRem.randn()) {
      approxRem = approxRem.multiply(other);
    }

    var result = approxRem.add(other.multiply(approxRem));
    var res = res.add(approxRes);
    return result;
  }
other.low_\n this.high_ | other.high_);\n returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to XOR.\n * @return {Kotlin.Long} The bitwise-XOR of this and the other.\n *\n Kotlin.Long.prototype.xor = function(other) {\n \n return Kotlin.Long.fromBits(this.low_^ other.low_,\n this.high_^ other.high_);\n \n \n /*\n * Returns the bitwise-XOR of this Long and the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {Kotlin.Long} This shifted to the left by the given amount.\n */\n Kotlin.Long.prototype.shiftLeft = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var low = this.low_;\n if (numBits < 32) {\n var high = this.high_;\n return Kotlin.Long.fromBits(\n low << numBits,\n high << numBits);\n } else {\n return Kotlin.Long.fromBits(\n 0, low << (numBits - 32));\n }\n }\n \n Kotlin.Long.prototype.shiftRight = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var low = this.low_;\n var high = this.high_;\n if (numBits < 32) {\n return Kotlin.Long.fromBits(\n low >> numBits,\n (high << (32 - numBits)) | (low >>> (32 - numBits)));\n } else {\n return Kotlin.Long.fromBits(\n high >>> numBits);\n }\n }\n \n Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var low = this.low_;\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n low << numBits,\n (high >>> numBits) | (low >>> (32 - numBits)));\n } else {\n return Kotlin.Long.fromBits(\n high >>> numBits);\n }\n }\n \n /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be\n * found in the license/LICENSE.txt file.\n */\n \n Kotlin.defineModule = function(id, declaration) {\n \n \n Kotlin.defineInlineFunction = function(tag, fun) {\n return fun;\n }\n \n Kotlin.wrapFunction = function(fun) {\n \n f = (function() {\n return f.apply(this, arguments);\n });\n return f;\n }\n \n Kotlin.orNull = function(fn) {\n return function(object) {\n return object == null ? fn(object) : fn(object);\n }\n }\n \n Kotlin.isTypeOf = function(type) {\n return function(object) {\n return typeof object === type;\n }\n }\n \n Kotlin.isInstanceOf = function(klass) {\n return function(object) {\n return object instanceof klass;\n }\n }\n \n Kotlin.orNull = function(fn) {\n return function(object) {\n return object == null ? fn(object) : fn(object);\n }\n }\n \n Kotlin.andPredicate = function(a, b) {\n return function(object) {\n return a(object) \n & b(object);\n }\n }\n \n /*\n * This marker function
should never been called. \"Looks like compiler did not eliminate it properly.\" \n\nPlease, report an issue if you caught this exception.\" Ön\n
Kotlin.getFunctionById = function(id, defaultValue) {\n    return defaultValue;\n};

Kotlin.getFunctionById = function(id, defaultValue) {\n    return defaultValue;\n};

Kotlin.compareTo = function (a, b) {\n    var typeA = typeof a;\n    var typeB = typeof b;\n    if (typeA === \"number\") {\n        if (typeB === \"number\") {\n            return Kotlin.doubleCompareTo(a, b);\n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        \n        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return a != null && a.__proto__ !== null && a.__proto__.__proto__ === Int8Array.prototype.__proto__;\n};\n\nObject.defineProperty(Array.prototype, 'fill', {\n    \n    value: function (value) {\n        Object.defineProperty(this, 'fill', {\n            value: function (value) {\n                Kaepernick الحقوقه rights of the African-American people.

                Kaepernick is known for his social justice activism, particularly his "I Can't Breathe" protest against systemic racism and police brutality. In 2016, he inspired a national conversation about race and police brutality after he was seen kneeling during the national anthem at an NFL game, a gesture that was interpreted as a protest against police violence.

            Kaepernick's activism has been met with both support and criticism. He has received numerous awards and honors for his contributions to social justice, but has also faced backlash from some who view his actions as unpatriotic or disrespectful.

            Despite the controversy, Kaepernick continues to be a symbol of resistance and a voice for the marginalized. His impact extends far beyond the football field, as he has inspired others to stand up for what they believe in and to use their platform to effect change.

            Kaepernick's story is a reminder of the power of individual action and the importance of standing up for what is right, even in the face of opposition.

            Kaepernick's second chapter, "Casting my Vote," continues his exploration of identity and purpose in the face of adversity.

            Kaepernick's second book, "Casting my Vote," is expected to be released in early 2021.

            Kaepernick's passion for social justice and his commitment to the cause have earned him worldwide recognition and admiration. His message of unity and resistance resonates with millions of people around the world.

            Kaepernick remains an inspiration to those who seek to make a positive impact in the world and to those who are fighting for a better tomorrow.

            Kaepernick’s journey is a testament to the power of resilience and the importance of standing up for what one believes in. His story continues to inspire and challenge, and he remains a defiant voice for social justice and equality.

            Kaepernick’s next book, "Casting my Vote," will be released in early 2021. The book will explore his identity, purpose, and motivation in the face of adversity.

            Kaepernick has an unwavering commitment to using his platform to effect change and to fight for social justice. He continues to be an inspiration to millions of people around the world, and his story will no doubt continue to resonate for years to come.

            Kaepernick’s story is a reminder of the power of individual action and the importance of standing up for what is right, even in the face of opposition. His impact extends far beyond the football field, as he has inspired others to stand up for what they believe in and to use their platform to effect change.

            Kaepernick's story is a testament to the power of resilience and the importance of standing up for what one believes in. His journey continues to inspire and challenge, and he remains a defiant voice for social justice and equality.

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            Kaepernick has an unwavering commitment to using his platform to effect change and to fight for social justice. He continues to be an inspiration to millions of people around the world, and his story will no doubt continue to resonate for years to come.
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thisObject[propertyName] = value; \nreturn \n
Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value); \n\n} \n\n\n\nif (ctor === iface) return true; \nvar metadata = ctor.$metadata$; \nif (metadata !== null) { \nvar interfaces = metadata.interfaces; \nfor (var i = 0; i < interfaces.length; i++) { \n    if (isInheritanceFromInterface(interfaces[i], iface)) { \n        return true; \n    } \n} \nreturn superConstructor !== null && isInheritanceFromInterface(superConstructor, iface); \n}\n\n\nfunction isInheritanceFromInterface(ctor, iface) {
    if (ctor === iface) return true;

    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; i++) {
            if (isInheritanceFromInterface(interfaces[i], iface)) {
                return true;
            }
        }
    }

    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype.constructor != null ? superPrototype.constructor : null;
    return superConstructor !== null && isInheritanceFromInterface(superConstructor, iface);
}

/**
 * @param {*} object
 * @param {Function|Object} klass
 * @returns {Boolean}
 */
Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "boolean":
            case "function":
                return true;
            default:
                return object instanceof Object;
        }
    }

    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }

    if (typeof klass === 'function' && object instanceof klass) {
        return true;
    }

    var proto = Object.getPrototypeOf(klass);
    var constructor = proto != null ? proto.constructor : null;
    if (constructor != null && "$metadata$" in constructor) {
        var metadata = constructor.$metadata$;
        if (metadata.kind === Kotlin.Kind.OBJECT) {
            return object === klass;
        }
    }

    var klassMetadata = klass.$metadata$;

    // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns 'object', nevertheless they can be used in RHS of instanceof
    if (klassMetadata == null) {
        return object instanceof klass;
    }

    if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {
        return isInheritanceFromInterface(object.constructor, klass);
    }

    return false;
};

Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
};

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" ||
           Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};
result: dynamic = Array<Long>(size) \n result.'$type$' = "LongArray" \n return when (init) { \n null, true -> \n fillArrayVal(result, 0L) \n false -> result else -> fillArrayFun<Long>(result, init)\n }\n@JsName("longArrayF") inline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = \n fillArrayFun(longArray(size, false), init)\n
private fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> { \n for (i in 0.array.size - 1) { \n array[i] = initValue } \n return array }
`@kotlin.internal.InlineOnly`\n`public inline operator fun ByteArray.component2(): Byte` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun ShortArray.component2(): Short` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun IntArray.component2(): Int` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun LongArray.component2(): Long` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun FloatArray.component2(): Float` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun DoubleArray.component2(): Double` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun BooleanArray.component2(): Boolean` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun CharArray.component2(): Char` \n`{ return get(1) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun Array<out T>.component3(): T` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun ByteArray.component3(): Byte` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun ShortArray.component3(): Short` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun IntArray.component3(): Int` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun LongArray.component3(): Long` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun FloatArray.component3(): Float` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun DoubleArray.component3(): Double` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun BooleanArray.component3(): Boolean` \n`{ return get(2) }` \n`@kotlin.internal.InlineOnly`\n`public inline operator fun CharArray.component3(): Char` \n`{ return get(2) }`
[IndexOutOfBoundsException] except in Kotlin/JS

*@kotlin.internal.InlineOnly\public inline operator fun CharArray.component3(): Char {
    return get(2)
}*

*@kotlin.internal.InlineOnly\public inline operator fun <T> Array\<out T\>.component4(): T {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component4(): Short {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun IntArray.component4(): Int {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun LongArray.component4(): Long {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component4(): Float {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun CharArray.component4(): Char {
    return get(3)
}*

*@kotlin.internal.InlineOnly\public inline operator fun <T> Array\<out T\>.component5(): T {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component5(): Short {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun IntArray.component5(): Int {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun LongArray.component5(): Long {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component5(): Float {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun CharArray.component5(): Char {
    return get(4)
}*

*@kotlin.internal.InlineOnly\public inline operator fun <T> Array\<out T\>.component6(): T {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component6(): Byte {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component6(): Short {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun IntArray.component6(): Int {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun LongArray.component6(): Long {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component6(): Float {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component6(): Double {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component6(): Boolean {
    return get(5)
}*

*@kotlin.internal.InlineOnly\public inline operator fun CharArray.component6(): Char {
    return get(5)
}*

*IndexOutOfBoundsException*
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.elementAt(index: Int): Char {
    return get(index)
}
an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```
samples.collections.Collections.Elements.elementAtOrNull */

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
samples.collections.Collections.Elements.findLast(predicate: (T) -> Boolean): T? { \n    return lastOrNull(predicate)\n} \n\n/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? { \n    return lastOrNull(predicate)\n} \n\n/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.\n * @sample
 * samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T? { \n    for (element in this) if (predicate(element)) return
}
element
    throw NoSuchElementException("Array contains no element matching the predicate.")

Returns the first element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

*/

//inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {<br>
//    for (element in this) if (predicate(element)) return element
//    throw NoSuchElementException("Array contains no element matching the predicate.")
//}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
Boolean): Short? {\n    for (element in this) if (predicate(element)) return element
    return null
}

*\nArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n    for (element in this) if (predicate(element)) return element
    return null
}

*\nArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n    for (element in this) if (predicate(element)) return element
    return null
}

*\nArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n    for (element in this) if (predicate(element)) return element
    return null
}

*\nArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n    for (element in this) if (predicate(element)) return element
    return null
}

*\nArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nArray.getOrElse(index: Int, defaultValue: (Long) -> Long): Long {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nArray.getOrElse(index: Int, defaultValue: (Double) -> Double): Double {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nArray.getOrElse(index: Int, defaultValue: (Char) -> Char): Char {\n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Long) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Double) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Char) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Boolean) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\nByteArray.getOrElse(index: Int, defaultValue: (Char) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

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get(index) else null

* Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.

`ByteArray.getOrNull(index: Int): Byte?`  
`public fun ByteArray.getOrNull(index: Int): Byte?`  
`public fun ShortArray.getOrNull(index: Int): Short?`  
`public fun IntArray.getOrNull(index: Int): Int?`  
`public fun LongArray.getOrNull(index: Int): Long?`  
`public fun FloatArray.getOrNull(index: Int): Float?`  
`public fun DoubleArray.getOrNull(index: Int): Double?`  
`public fun BooleanArray.getOrNull(index: Int): Boolean?`  
`public fun CharArray.getOrNull(index: Int): Char?`  

getOrNull(index: Int): Byte?  
`@sample samples.collections.Collections.Elements.getOrNull
/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array contains no element matching the predicate.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if no such element is found.
 */
public fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
[NoSuchElementException] if no such element is found.

```kotlin
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the array does not contain [element].
 */
public fun <T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}
```

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package com.example

import java.util.Random

fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array. 
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element, or `null` if the array is empty. 
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1][index]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found. 
 */
public fun BooleanArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element. 
 */
public fun CharArray.lastIndexOfOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index])
            return index
    }
    return -1
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public inline fun Array<out T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array, or `null` if the array is empty. 
 */
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@Throws(SinceKotlin("1.3")@kotlin.internal.InlineOnly
public fun ByteArray.random(): Byte {
this array.

*\n * \n * @throws NoSuchElementException if this array is empty.

*\n * @throws NoSuchElementException if this array is empty.

*\n * @throws NoSuchElementException if this array is empty.

*\n * @throws NoSuchElementException if this array is empty.

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is empty.\n    return get(random.nextInt(size))
\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.randomOrNull(): T? {\n    return randomOrNull(Random)\n    \n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.randomOrNull(): Byte? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.randomOrNull(): Short? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.randomOrNull(): Int? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.randomOrNull(): Long? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.randomOrNull(): Float? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.randomOrNull(): Double? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.randomOrNull(): Boolean? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.randomOrNull(): Char? {\n    return randomOrNull(Random)\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic fun <T> Array<out T>.randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))
\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic fun ByteArray.randomOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))
\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic fun ShortArray.randomOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))
\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic fun IntArray.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))
\n* @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic fun LongArray.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))
randomness, or `null` if this array is empty.

```kotlin
*An@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)*
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty()) return null
    return get(random.nextInt(size))
}

*An@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)*
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty()) return null
    return get(random.nextInt(size))
}

*An@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)*
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty()) return null
    return get(random.nextInt(size))
}

*An@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)*
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty()) return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness.

```kotlin
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T: Array<out T>> T.randomOrNull(random: Random): T? {
    if (isEmpty()) return null
    return get(random.nextInt(size))
}
```

Returns a random element from this array using the specified source of randomness.

```kotlin
var single: T? = null
var found = false
for (element in this) {
    if (predicate(element)) {
        if (found) {
            throw IllegalArgumentException("Array has more than one element.")
        }
        single = element
        found = true
    }
}
```

If there is exactly one matching element, returns that element.

```kotlin
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.

```kotlin
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

Returns the single element, or throws an exception if the array is empty or has more than one element.
Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

*\public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no matching element.")
    }
    return single
}
```kotlin
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given 
 * predicate, or `null` if element was not found or more than one element was found.
 */
public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}
```
[predicate], or `null` if element was not found or more than one element was found.

```kotlin
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        } else if (found) return single
    }
    return single
}
```

```kotlin
/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        } else if (found) return single
    }
    return single
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.dropLast(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.dropLast(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.dropLast(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.dropLast(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.dropLast(n: Int): List<Double>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.dropLast(n: Int):
List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.dropLast(n: Int): List<Char> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T>
Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex downTo 0) {\n
if
(!predicate(this[index])) {\n
return take(index + 1)\n
}\n }\n return emptyList()\n}\n\n/**\n * Returns
a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun ByteArray.dropLastWhile(predicate:
(Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n
if (!predicate(this[index])) {\n
return take(index + 1)\n
}\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun ShortArray.dropLastWhile(predicate:
(Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n
if (!predicate(this[index])) {\n
return take(index + 1)\n
}\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun IntArray.dropLastWhile(predicate:
(Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n
if (!predicate(this[index])) {\n
return take(index + 1)\n
}\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements

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except last elements that satisfy the given [predicate].

* @sample

variables.forEach { if (!predicate(it)) {
    list.add(it)
} else {
    yielding = true
    list.add(it)
} return list
}

// Drop last elements that satisfy the given [predicate].

for (index in lastIndex downTo 0) {
    if (!predicate(this[index])) {
        return take(index + 1)
    }
}

return emptyList()
*/

public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample

samples.collections.Collections.Transformations.drop
 */

public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in this) {
        if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample
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```kotlin
/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/
public inline fun IntArray.filterIndexedTo(destination: Collection<Int>, predicate: (index: Int, Int) -> Boolean): Collection<Int> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/
public inline fun FloatArray.filterIndexedTo(destination: Collection<Float>, predicate: (index: Int, Float) -> Boolean): Collection<Float> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/
public inline fun DoubleArray.filterIndexedTo(destination: Collection<Double>, predicate: (index: Int, Double) -> Boolean): Collection<Double> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/
public inline fun BooleanArray.filterIndexedTo(destination: Collection<Boolean>, predicate: (index: Int, Boolean) -> Boolean): Collection<Boolean> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* @sample samples.collections.Collections.Filtering.filterIndexedTo
*/
public inline fun CharArray.filterIndexedTo(destination: Collection<Char>, predicate: (index: Int, Char) -> Boolean): Collection<Char> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

// More inline functions for other types...
```
Int, Int) -> Boolean): C {\n    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    } \n    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Array<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
samples.collections.Collections.Filtering.filter

*//\public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)\n}\n/**
 * Returns a list containing all elements not matching the given \[predicate\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)\n}\n
/**
 * Returns a list containing all elements not matching the given \[predicate\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)\n}\n
/**
 * Returns a list containing all elements not matching the given \[predicate\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)\n}\n
/**
 * Returns a list containing all elements not matching the given \[predicate\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)\n}\n
/**
 * Returns a list containing all elements that are not `null`.\n
 * @sample \
 */

fun <T : Any> Array<out T>.filterNotNullTo(destination: MutableList<T>): T {
    for (element in this) if (element != null) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in T>, T : Any> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}\n
/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].\n
 * @sample samples.collections.Collections.Filtering.filter
 */

public inline fun <C : MutableList<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)\n    return destination\n}
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Boolean>>
BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Char>>
CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Char>> CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()"\n\n*\n\n@sample
samples.collections.Collections.Filtering.filterTo
\n*\n\npublic inline fun <C : MutableCollection<in Char>> CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive +
### Java Code Snippet:

```java
import java.util.Arrays;
import java.util.Collections;
import java.util.List;

public class ArrayUtils {
    public static <T> List<T> sliceArray(T[] array, int[] indices) {
        int size = indices.length;
        return Arrays.asList(array, indices.sliceArray(indices));
    }
}
```

### Description:

This Java code snippet defines a method `sliceArray` that takes a `T` array and an integer array `indices` as parameters and returns a list containing elements at specified indices. The method uses the `sliceArray` method from the `ArrayUtils` class, which is provided by the `java.util.Arrays` class. The `sliceArray` method is overloaded to work with different types of arrays, including `Byte[]`, `Char[]`, `Double[]`, `Float[]`, `Int[]`, `Short[]`, and `Byte[]`. It returns a list containing the elements at the specified indices, with the indices being specified as an `IntRange` or an `IntCollection`.

### Usage Example:

```java
import java.util.Arrays;
import java.util.Collections;
import java.util.List;

public class Main {
    public static void main(String[] args) {
        Integer[] array = {1, 2, 3, 4, 5};
        int[] indices = {1, 3};
        List<Integer> result = ArrayUtils.sliceArray(array, indices);
        System.out.println(result); // Output: [2, 4]
    }
}
```

This example demonstrates how to use the `sliceArray` method to extract elements from a `Integer` array at specified indices `{1, 3}`. The method returns a list containing the values at those indices, `[2, 4]` in this case.
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```kotlin
@throws IllegalArgumentException if \([n]\) is negative.

@sample
```
samples.collections.Collections.Transformations.take(n) *\public fun ByteArray.take(n: Int): List<Byte> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Byte> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing first [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun ShortArray.take(n: Int): List<Short> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Short> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing first [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun IntArray.take(n: Int): List<Int> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Int> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing first [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun FloatArray.take(n: Int): List<Float> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Float> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing first [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun DoubleArray.take(n: Int): List<Double> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Double> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing first [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun CharArray.take(n: Int): List<Char> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Char> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing last [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun TArray.take(n: Int): List<T> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(0)`n `n var count = 0`n `n val list = ArrayList<T> (n)`n `n for (index in size - n until size) `{`n `n   list.add(this[index])`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing last [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations.take(n) *\public fun ByteArray.take(n: Int): List<Byte> {`n
require(n >= 0) { "Requested element count $n is less than zero." }`n `n if (n == 0) return emptyList()`n `n if (n >= size) return toList()`n `n if (n == 1) return listOf(this[0])`n `n var count = 0`n `n val list = ArrayList<Byte> (n)`n `n for (item in this) `{`n `n   list.add(item)`n `n   if (++count == n)`n `n   break`n `n `n return list`n `n }n
* Returns a list containing last [n] elements.`n `n * @throws IllegalArgumentException if [n] is negative.`n `n * @sample samples.collections.Collections.Transformations
size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Byte>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Boolean>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Double>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Float>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Int>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Long>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Short>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Byte>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Double>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Float>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Int>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Long>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.

size
  if (n <= size) return toList();
  if (n == 1) return listOf(this[size - 1]);
  val list = ArrayList<Short>(n);
  for (index in size - n until size)
    list.add(this[index]);
  return list
}

@throws IllegalArgumentException if [n] is negative.
toList()  
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return drop(index + 1)
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {
    val list = ArrayList<Byte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {
    val list = ArrayList<Short>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {
    val list = ArrayList<Int>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {
    val list = ArrayList<Long>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {
    val list = ArrayList<Double>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline funcollection
(Boolean) -> Boolean): List<Char> {\n    val list = ArrayList<Char>() {\n        for (item in this) {\n            if (!predicate(item)) break\n        }\n        list.add(item)\n    }\n    return list\n}

* @ sample samples.collections.Collections.Transformations.take\n * \n *

/**
 * Reverses elements in the array in-place.\n */\npublic fun <T> Array<T>.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements in the array in-place.\n */\npublic fun CharArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements in the array in-place.\n */\npublic fun BooleanArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements in the array in-place.\n */\npublic fun FloatArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements in the array in-place.\n */\npublic fun IntArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements in the array in-place.\n */\npublic fun ShortArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}
this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]

this[index] = this[reverseIndex]
this[reverseIndex] = tmp
reverseIndex--
} 
} 

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
    this[fromIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
    tmp = 0
    for (index in midPoint until toIndex) {
        val tmp = this[index]
        this[index] = this[index - 1]
        this[index - 1] = tmp
    }
    this[toIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
}

/**
 * Returns a list with elements in reversed order.
 */
public fun Array<T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return this
    val result = ByteArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
    this[fromIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
    tmp = 0
    for (index in midPoint until toIndex) {
        val tmp = this[index]
        this[index] = this[index - 1]
        this[index - 1] = tmp
    }
    this[toIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
    this[fromIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
    tmp = 0
    for (index in midPoint until toIndex) {
        val tmp = this[index]
        this[index] = this[index - 1]
        this[index - 1] = tmp
    }
    this[toIndex] = this[toIndex - 1]
    this[toIndex - 1] = tmp
}
```kotlin
/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.4")
fun CharArray.reversedArray(): CharArray
{
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun Array<T>.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun IntArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun LongArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun BooleanArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun CharArray.shuffle(): Unit
{
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun <T> Array<T>.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun IntArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun LongArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun BooleanArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun CharArray.shuffle(random: Random): Unit
{
    for (i in lastIndex downTo 1)
        { val j = random.nextInt(i + 1)
            val copy = this[i]
            this[i] = this[j]
            this[j] = copy
        }
}
```

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DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList() // Returns a list of all elements sorted according to their natural sort order.
}

fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList() // Returns an array with all elements of this array sorted according to their natural sort order.
}

fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.asList() // Returns an array with all elements of this array sorted according to their natural sort order.
}

fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.asList() // Returns an array with all elements of this array sorted descending according to their natural sort order.
}

fun Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) } // Returns an array with all elements of this array sorted according to the specified comparator.
}

fun Array<out T>.sortedBy(selector: (T) -> R?): List<T> {
    // Returns a list of all elements sorted according to the value returned by specified selector function.
}
**Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
\n    return sortedWith(compareBy(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
\n    return sortedWith(compareByDescending(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
\n    return sortedWith(compareByDescending(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
\n    return sortedWith(compareByDescending(selector))\n}\n
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n\n* @sample

samples.collections.Collections.Sorting.sortedBy

*public inline fun \n<R : Comparable<R>>

LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
\n    return sortedWith(compareByDescending(selector))\n}
sortedWith(compareByDescending(selector)) // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

public fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {
    return sortedArrayWith(reverseOrder()).asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }
fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply {
        sortWith(comparator)
    }.asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public fun <T> Array<T>.asList(): List<T> {
    return this.asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun IntArray.asList(): List<Int>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun CharArray.asList(): List<Char>

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level
 * the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level
 * the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level
 * the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level
 * the behavior is undefined.

/**
 * Returns a hash code based on the contents of this array
 * as if it is [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the
 * [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
* Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `==` operator.

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

The elements are compared for equality with the `==` operator.

**Boolean**

```kotlin
public expect fun ShortArray?.contentEquals(other: ShortArray?): Boolean
```

**Int**

```kotlin
public expect fun IntArray?.contentEquals(other: IntArray?): Boolean
```

**Long**

```kotlin
public expect fun LongArray?.contentEquals(other: LongArray?): Boolean
```

**Float**

```kotlin
public expect fun FloatArray?.contentEquals(other: FloatArray?): Boolean
```

**Double**

```kotlin
public expect fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean
```

**BooleanArray**

```kotlin
public expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean
```

**CharArray**

```kotlin
public expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean
```

**ByteArray**

```kotlin
public expect fun ByteArray.contentHashCode(): Int
```

**ShortArray**

```kotlin
public expect fun ShortArray.contentHashCode(): Int
```

**IntArray**

```kotlin
public expect fun IntArray.contentHashCode(): Int
```

**LongArray**

```kotlin
public expect fun LongArray.contentHashCode(): Int
```

**FloatArray**

```kotlin
public expect fun FloatArray.contentHashCode(): Int
```

**DoubleArray**

```kotlin
public expect fun DoubleArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**BooleanArray**

```kotlin
public expect fun BooleanArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun ByteArray.contentHashCode(): Int
```

**ShortArray**

```kotlin
public expect fun ShortArray.contentHashCode(): Int
```

**IntArray**

```kotlin
public expect fun IntArray.contentHashCode(): Int
```

**LongArray**

```kotlin
public expect fun LongArray.contentHashCode(): Int
```

**FloatArray**

```kotlin
public expect fun FloatArray.contentHashCode(): Int
```

**DoubleArray**

```kotlin
public expect fun DoubleArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**BooleanArray**

```kotlin
public expect fun BooleanArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun ByteArray.contentHashCode(): Int
```

**ShortArray**

```kotlin
public expect fun ShortArray.contentHashCode(): Int
```

**IntArray**

```kotlin
public expect fun IntArray.contentHashCode(): Int
```

**LongArray**

```kotlin
public expect fun LongArray.contentHashCode(): Int
```

**FloatArray**

```kotlin
public expect fun FloatArray.contentHashCode(): Int
```

**DoubleArray**

```kotlin
public expect fun DoubleArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**BooleanArray**

```kotlin
public expect fun BooleanArray.contentHashCode(): Int
```

**CharArray**

```kotlin
public expect fun CharArray.contentHashCode(): Int
```

**ByteArray**

```kotlin
public expect fun ByteArray.contentHashCode(): Int
```

**ShortArray**

```kotlin
public expect fun ShortArray.contentHashCode(): Int
```

**IntArray**

```kotlin
public expect fun IntArray.contentHashCode(): Int
```

**LongArray**

```kotlin
public expect fun LongArray.contentHashCode(): Int
```

**FloatArray**

```kotlin
public expect fun FloatArray.contentHashCode(): Int
```

**DoubleArray**

```kotlin
public expect fun DoubleArray.contentHashCode(): Int
```
DoubleArray.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")

* Since Kotlin(\"1.1\")

* DeprecatedSinceKotlin(hiddenSince = \"1.4\")

* public expect fun BooleanArray.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")

* Since Kotlin(\"1.1\")

* DeprecatedSinceKotlin(hiddenSince = \"1.4\")

* public expect fun CharArray.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun <T> Array<out T>?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun ByteArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun ShortArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun IntArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun LongArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun FloatArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun DoubleArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun BooleanArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun CharArray?.contentToString(): String\n\n* Returns a string representation of the contents of the specified array as if it is \([List]\)

* @sample samples.collections.Arrays.ContentOperations.contentToString

* Since Kotlin(\"1.4\")

* public expect fun <T> Array<out T>?.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>\n\n* Copies this array or its subrange into the [destination] array and returns that array.
\n* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
\n* @param destination the array to copy to.
\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
\n* When that index is out of the [destination] array indices range, it's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
\n* @param destination the array to copy to.
\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
\n* @param destination the array to copy to.
\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
\n* @throws
IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray,
    destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray
to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

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* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
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* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
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* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
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* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
CharArray\n
\n
* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
  * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

\n
*\n
public expect fun ByteArray.copyOf(newSize: Int): ByteArray

\n
*\n
public expect fun ShortArray.copyOf(newSize: Int): ShortArray

\n
*\n
public expect fun IntArray.copyOf(newSize: Int): IntArray

\n
*\n
public expect fun LongArray.copyOf(newSize: Int): LongArray

\n
*\n
public expect fun FloatArray.copyOf(newSize: Int): FloatArray

\n
*\n
public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

\n
*\n
public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

\n
*\n
public expect fun CharArray.copyOf(newSize: Int): CharArray

\n
*\n
@Suppress("NO ACTUAL FOR EXPECT")

\n
public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T>


Array\lt T\rangle\n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun \langle T\rangle.copyOfRange(fromIndex: Int, toIndex: Int): Array\lt T\rangle

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

/**
 * Returns a new array which is a copy of the specified range of the original array.\n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

/**
 * Fills this array or its subrange with the specified \[element\] value.\n * @param fromIndex the start of the range (inclusive) to fill.\n * @param toIndex the end of the range (exclusive) to fill.\n * size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray
Returns the range of valid indices for the array.

```kotlin
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1
ShortArray.plus(element: Short): ShortArray

public expect operator fun IntArray.plus(element: Int): IntArray

public expect operator fun LongArray.plus(element: Long): LongArray

public expect operator fun FloatArray.plus(element: Float): FloatArray

public expect operator fun DoubleArray.plus(element: Double): DoubleArray

public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

public expect operator fun CharArray.plus(element: Char): CharArray

public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

public expect operator fun ByteArray().plus(elements: Array<out T>): ByteArray

public expect operator fun ShortArray().plus(elements: ShortArray): ShortArray

public expect operator fun IntArray().plus(elements: IntArray): IntArray

public expect operator fun LongArray().plus(elements: LongArray): LongArray

public expect operator fun FloatArray().plus(elements: FloatArray): FloatArray

public expect operator fun DoubleArray().plus(elements: DoubleArray): DoubleArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<T>): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plus(elements: Collection<T>): Array<T>
Array<T>.plusElement(element: T): Array<T>

### Examples

```kotlin
Array<Number> numbers = new Array<Number>()
numbers.plusElement(10)
println(numbers) // [0, 10]
```

### Note

The `plusElement` method adds an element to the beginning of the array if it is not null.

### Usage

This method is useful when you need to add an element at the start of an array, and you want to avoid using the full array operations with `addFirst` method.
FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * The elements are sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentOutOfRangeException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*/
@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size):

*
sort(fromIndex, toIndex) // reverse(fromIndex, toIndex)\n\n*\n* The elements are sorted descending according to their natural sort order.\n* \n* @param fromIndex the start of the range (inclusive) to sort.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* \n* @param toIndex the end of the range (exclusive) to sort.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* \n* @param sort(fromIndex, toIndex)\n\n*\n* Sorts elements of the array in the specified range in-place.\n* \n* The elements are sorted descending according to their natural sort order.\n* \n* @param fromIndex the start of the range (inclusive) to sort.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* \n* @param toIndex the end of the range (exclusive) to sort.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* \n* @since Kotlin("1.4")\npublic fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n
/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}\n
/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param comparator a Comparator\n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n\n    sortWith(comparator)\n}\n
/**\n * Returns an array of Boolean containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Boolean>.toBooleanArray(): BooleanArray {\n\n    return BooleanArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Byte containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Byte>.toByteArray(): ByteArray {\n\n    return ByteArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Char containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Char>.toCharArray(): CharArray {\n\n    return CharArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Double containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Double>.toDoubleArray(): DoubleArray {\n\n    return DoubleArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Float containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Float>.toFloatArray(): FloatArray {\n\n    return FloatArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Int containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Int>.toIntArray(): IntArray {\n\n    return IntArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of Long containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out Long>.toLongArray(): LongArray {\n\n    return LongArray(size) { index -> this[index] }\n}\n
/**\n * Returns an array of String containing all of the elements of this generic array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic fun Array<out String>.toStringArray(): StringArray {\n\n    return StringArray(size) { index -> this[index] }\n}\n
/**\n * Returns a typed object array containing all of the elements of this primitive array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun ByteArray.toTypedArray(): Array<Byte> {\n\n    return ToByteArray()\n}\n
/**\n * Returns a typed object array containing all of the elements of this primitive array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun ShortArray.toTypedArray(): Array<Short> {\n\n    return ToShortArray()\n}\n
/**\n * Returns a typed object array containing all of the elements of this primitive array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun IntArray.toTypedArray(): Array<Int> {\n\n    return ToIntArray()\n}\n
/**\n * Returns a typed object array containing all of the elements of this primitive array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun FloatArray.toTypedArray(): Array<Float> {\n\n    return ToFloatArray()\n}\n
/**\n * Returns a typed object array containing all of the elements of this primitive array.\n * \n * @param fromIndex the start of the range (inclusive) to sort. 0 by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @since Kotlin("1.4")\npublic expect fun DoubleArray.toTypedArray(): Array<Double> {\n\n    return ToDoubleArray()\n}\n
*/
CharArray.toTypedArray(): Array<Char>

public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}
transform)

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given array.
 * If any of two pairs would have the same key the last one gets added to the
 * map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
 */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity),
    keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
    keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity),
    keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
    keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
    keySelector)
}

/**
 * Returns a [Map] containing the elements from the given array indexed by the key.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
    keySelector)
}
keySelector)

Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}

public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}

public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}

public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}

public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}

public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}

public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}

public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}
capacity = mapCapacity(size).coerceAtLeast(16)
        return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform) * Returns a [Map] containing the values provided by [valueTransform]
            and indexed by [keySelector] functions applied to elements of the given array.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform) * Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform) * Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform) * Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform) * Returns a [Map] containing the values provided by [valueTransform]
        and indexed by [keySelector] functions applied to elements of the given array.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform) * Populates and returns the [destination] mutable map with key-value pairs.
        * where key is provided by the [keySelector] function applied to each element of the given array.
        * value is the element itself.
        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
        * The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

fun <T, K, M : MutableMap<K, V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

fun <M : MutableMap<K, V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M { for
(element in this) \{\n    destination.put(keySelector(element), element)\n\} \n\nreturn destination
*\n*
Populates and returns the [destination] mutable map with key-value pairs.\n*\nwhere key is provided by the [keySelector] function applied to each element of the given array\n*\nand value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in T>> TArray.associateByTo(destination: M, keySelector: (T) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : MutableMap<in K, in Any>> AnyArray.associateByTo(destination: M, keySelector: (Any) -> K): M \{\n    for (element in this) \{\n        destination.put(keySelector(element), element)\n    \}\n    return destination
\}

Populates and returns the [destination] mutable map with key-value pairs.\n* where key is provided by the [keySelector] function applied to each element of the given array\n* and value is the element itself.\n* *\nIf any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* *\n*\n@sample samples.collections.Transforms.associateArrayOfPrimitivesByTo\n*\n\npublic inline fun <K, M : ….}
inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the \[destination\] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
returned map preserves the entry iteration order of the original array.

@sample

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V>

FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V>

{ 
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V>

DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V>

{ 
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V>

BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V>

{ 
    val result = LinkedHashMap<Boolean, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V, M : MutableMap<in Byte, in V>>

ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V, M : MutableMap<in Short, in V>>

ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V, M : MutableMap<in Char, in V>>

CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <K, V, M : MutableMap<in K, in V>>

Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <K, V, M : MutableMap<in Short, in V>>

ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V, M : MutableMap<in Byte, in V>>

ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 *
 * @sample
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun <V, M : MutableMap<in Short, in V>>

ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M

{ 
    for (element in this)

        destination.put(element, valueSelector(element))

    return destination
}
equal, the last one overwrites the former value in the map.

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, \n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Int, in V>>
IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, \n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, \n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, \n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, \n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>>
Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>>
ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>>
ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>>
IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

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C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128)))
}

/**
 * Returns a new [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<T>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Byte>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Short>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Int>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Long>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Float>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Double>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toList()<List<Boolean>>()
    }
}

/**
 * Returns a new [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 ->
listOf(this[0])

else -> this.toMutableList()

return this.asList() as *MutableList*

Return a new [MutableList] filled with all elements of this array.

Array.asList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

ByteArray.asList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

CharArray.asList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

CharArray.toMutableList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

ByteArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

BooleanArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

CharArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

IntArray.toMutableList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

IntArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

LongArray.toMutableList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

CharArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

DoubleArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

FloatArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

ByteArray.toMutableList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

ByteArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

ByteArray.toMutableList(): *MutableList*

Returns a new [MutableList] filled with all elements of this array.

ByteArray.toSet(): *Set*

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
`flatMap(transform: (T) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Byte) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Short) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Int) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Long) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Float) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Double) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Boolean) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMap(transform: (Char) -> Iterable<R>): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMap
```

`flatMapTo(ArrayList<R>(), transform): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMapTo
```

`flatMapIndexedTo(ArrayList<R>(), transform): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMapIndexedTo
```

`flatMapTo(ArrayList<R>(), transform): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMapTo
```

`flatMapIndexedTo(ArrayList<R>(), transform): List<R>`

Returns a single list of all elements yielded from results of `transform` function being invoked on each element of original array.

```kotlin
@sample samples.collections.Collections.Transformations.flatMapIndexedTo
```
flatMapIndexedTo(ArrayList<R>(), transform)\n\n/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original array.
 *
@sample samples.collections.Collections.Transformations.flatMapIndexed
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
flatMapIndexedTo(ArrayList<R>(), transform)\n
/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

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Int, Double) -> Iterable<R>: C {\n    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
        return destination
    }
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
        return destination
    }
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
        return destination
    }
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
        return destination
    }
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}
```kotlin
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V>
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return
}
```

---

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destination.getOrPut(key) { ArrayList<Long>() } \n        list.add(element) \n    } \n    return destination \n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. \n * \n * @return The [destination] map. \n * \n * @public inline fun <K, M : MutableMap<K, MutableList<Int>>> IntArray.groupByTo(destination: M, \n * keySelector: (Int) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<Int>() \n * list.add(element) \n * return destination \n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<K, Long>> LongArray.groupByTo(destination: M, \n * keySelector: (Long) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<Long>() \n * list.add(element) \n * return destination \n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<K, Float>> FloatArray.groupByTo(destination: M, \n * keySelector: (Float) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<Float>() \n * list.add(element) \n * return destination \n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<K, Double>> DoubleArray.groupByTo(destination: M, \n * keySelector: (Double) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<Double>() \n * list.add(element) \n * return destination \n}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<K, Boolean>> BooleanArray.groupByTo(destination: M, \n * keySelector: (Boolean) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<Boolean>() \n * list.add(element) \n * return destination \n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array \n * by the key returned by the given [keySelector] function \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Array<out T>.groupByTo(destination: M, \n * keySelector: (T) -> K): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<T>() \n * list.add(element) \n * return destination \n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array \n * by the key returned by the given [keySelector] function \n * applied to the element \n * and puts to the [destination] map each group key associated with a list of corresponding values. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Array<out T> groupByTo(destination: M, \n * keySelector: (T) -> K, \n * valueTransform: (T) -> V): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<T>() \n * list.add(valueTransform(element)) \n * return destination \n}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array \n * by the key returned by the given [keySelector] function \n * applied to the element \n * and puts to the [destination] map each group key associated with a list of corresponding values. \n * \n * @return The [destination] map. \n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Array<out T> groupByTo(destination: M, \n * keySelector: (T) -> K, \n * valueTransform: (T) -> V): M \n * \n * for (element in this) \n * val key = keySelector(element) \n * val list = \n * destination.getOrPut(key) \n * ArrayList<T>() \n * list.add(valueTransform(element)) \n * return destination \n}
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
original array

* by the key returned by the given [keySelector] function applied to the element

* and puts to the

[destination] map each group key associated with a list of corresponding values.

* @return The [destination]

map.

* * @sample samples.collections.Collections.Transformations.groupByKeysAndValues*/

*/*

infun <K, V, M : MutableMap<K, MutableList<V>>>

CharArray.groupByTo(destination: M, keySelector:

(Char) -> K, valueTransform: (Char) -> V): M { val key = keySelector(element) val list = destination.getOrElse(key) { ArrayList<V>() } list.add(valueTransform(element)) } return destination

*/*

* @return The [destination]

* @sample samples.collections.Grouping.groupingByEachCount*/

*@

SinceKotlin("1.1")*/

public inline fun <T, K>

Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {

return object : Grouping<T,

K> {

sourceIterator(): Iterator<T> = this@groupingBy.iterator()

keyOf(element: T): K = keySelector(element)

}

}*/

public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {

return mapTo(ArrayList<R>(size), transform)

}*/

mapIndexedTo(transform: (index: Int, T) -> R): List<R> { val return mapIndexedTo(ArrayList<R>(size), transform)

}*/

To(CharArray绎transformation: (index: Int, T) -> R): List<R> { val return mapIndexedTo(ArrayList<R>(size), transform)

}*/

@openSourceUsedInDNACPlatformAntelope
this \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\n T T.mapNonNull(transform : (T -> R)) : List\ T { \n return mapNonNullTo(Array\ List\ T\ )\ ,\ transform\n }\n
* Applies the given [transform] function to each element in the original array\n * and appends only the non-null results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n forEach \n element -> transform(element)?.let { destination.add(it) } \n return destination\n }\n
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }\n
* Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @sample samples.collections.Collections.Transformations.mapNonNull\n * An <T, R : Any> Array\ T T.mapNonNullTo(destination : C, transform : (T -> R)) : C { \n for (item in this) \n destination.add(transform(index++, item)) \n return destination\n }
transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and
 * appends the results to the given [destination].
 */
public inline fun <R, C : MutableList<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an
 * [IndexedValue] containing the index of that element and the element itself.
 */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun * * *
be present in the resulting list. The elements in the resulting list are in the same order as they were in the source array. Returns a list containing only distinct elements from the given array. The elements in the resulting list are in the same order as they were in the source array. The elements in the resulting list are in the same order as they were in the source array.
/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> TArray.distinctBy(selector: (T) -> K): List<T> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}

/** Returns a list containing only elements from the given array
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public inline fun <T> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = this.toMutableSet()
    set.retainAll(set)
    return set
}
public infix fun BooleanArray.subtract(other: Iterable<Boolean>):
    Set<Boolean> { val set = this.toMutableSet() set.removeAll(other) return set } /* The returned set preserves the element iteration order of the original array. */

public infix fun CharArray.subtract(other:Iterable<Char>):
    Set<Char> { val set = this.toMutableSet() set.removeAll(other) return set } /* Returns a new [MutableSet] containing all distinct elements from the given array. */

public fun <T> Array<out T>.toMutableSet(): MutableSet<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

public fun ByteArray.toMutableSet():
    MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

public fun ShortArray.toMutableSet():
    MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

public fun IntArray.toMutableSet():
    MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

public fun LongArray.toMutableSet():
    MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

public fun FloatArray.toMutableSet():
    MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

public fun DoubleArray.toMutableSet():
    MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

public fun BooleanArray.toMutableSet():
    MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

public fun CharArray.toMutableSet():
    MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size).coerceAtMost(128)))
}

public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}

public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}

public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size).coerceAtMost(128)))
}
end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.\n * \n * Those elements of the [other] collection that are unique are iterated in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.\n * \n * Those elements of the [other] collection that are unique are iterated in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.\n * \n * Those elements of the [other] collection that are unique are iterated in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.\n * \n * Those elements of the [other] collection that are unique are iterated in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.\n * \n * Those elements of the [other] collection that are unique are iterated in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
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    for (element in this) if (!predicate(element)) return false
    return true
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    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
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 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
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public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
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    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collection...
Returns `true` if all elements match the given [predicate].

```kotlin
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline
fun <T> Array<out T>.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {return size}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {return size}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {var count = 0
    for (element in this) if (predicate(element)) ++count
    return count}

/**
 * Accumulates value starting with [initial] value and
 * applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 */
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator}
Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.\n
* \n
* \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {\n    var accumulator = initial\n    for (element in this)\n        accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {\n    var accumulator = initial\n    for (element in this)\n        accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {\n    var accumulator = initial\n    for (element in this)\n        accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n    var accumulator = initial\n    for (element in this)\n        accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this)\n        accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* %public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (element in this) accumulator = operation(index++, accumulator, element)\n    return accumulator\n}\n
* * *\n
* Returns the specified [initial] value if the array is empty.\n
* \n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
applying [operation] from left to right * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value\n *

 agli inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value\n *

agli inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value\n *

agli inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value\n *

agli inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R) {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value\n *

agli inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from right to left * to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value\n *

agli inline fun <T: array, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
} // Accumulates value starting with initial value and applying [operation] from right to left * to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value\n *

agli inline fun <T: array, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
} // Accumulates value starting with
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R
{
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R
{
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator
 * @return Returns the specified [initial] value if the array is empty.
 */
public inline fun <T> Array<out T>.foldRightIndexed(initial: T, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
accumulator

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<T>.forEach(action: (T) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEach(action: (Int) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEach(action: (Long) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    forEachIndexed(action = action)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun CharArray.forEach(action: (Char) -> Unit): Unit {
    forEachIndexed(action = action)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<Double>.max(): Double? {
    return maxOrNull()
}

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ReplaceWith("maxOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.1")\npublic fun Array<out Float>.max(): Float? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun ByteArray.max(): Byte? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun ShortArray.max(): Short? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun IntArray.max(): Int? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun LongArray.max(): Long? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun FloatArray.max(): Float? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun DoubleArray.max(): Double? {\n    return maxOrNull()\n}\n
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun CharArray.max(): Char? {\n    return maxOrNull()\n}\n
/**
 * Returns the first element yielding the largest value of the given function or
 * `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {\n    return maxByOrNull(selector)\n}\n
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@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {\n    return maxByOrNull(selector)\n}\n
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@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {\n    return maxByOrNull(selector)\n}\n
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@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {\n    return maxByOrNull(selector)\n}\n
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@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {\n    return maxByOrNull(selector)\n}\n
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@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {\n    return maxByOrNull(selector)\n}\n
@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable>R Array<out T>.maxByOrNull(selector: (T) -> R): T? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex
== 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are
 * no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val
maxElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return maxElem
var maxValue = selector(maxElem)
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (maxValue < v) {
        maxElem = e
        maxValue = v
    }
}
return maxElem}

//*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is ` NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is ` NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is ` NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
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@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is ` NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@unpublic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**
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 * `NaN`.\n * For any values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @return the largest value among all values produced by [selector] function\n * applied to each element in the array.\n */
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ByLambdaReturnType\@kotlin.internal.InlineOnly\@unpublic inline fun IntArray.maxOf(selector: (Int) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * For any values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @return the largest value among all values produced by [selector] function\n * applied to each element in the array.\n */
@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@unpublic inline fun IntArray.maxOf(selector: (Int) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * For any values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @return the largest value among all values produced by [selector] function\n * applied to each element in the array.\n */
@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@unpublic inline fun IntArray.maxOf(selector: (Int) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * For any values produced by [selector] function is `NaN`, the returned result is
 * `NaN`.\n * @return the largest value among all values produced by [selector] function\n * applied to each element in the array.\n */
`NaN`.

@throws NoSuchElementException if the array is empty.

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun LongArray.maxOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun <T, R : Comparable<R>> Array<T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

*\@Since Kotlin 1.4*
*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*
*\@OverloadResolution*
*\@LambdaReturnType*
*\@kotlin.internal.InlineOnly*

```
ByteArray.maxOf(selector: (Byte) -> R) { if (isEmpty()) throw NoSuchElementException() } for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (maxValue < v) {
        maxValue = v
    }
} return maxValue
```
NoSuchElementException if the array is empty.

ShortArray.maxOf(selector: (Short) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
IntArray.maxOf(selector: (Int) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
LongArray.maxOf(selector: (Long) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
FloatArray.maxOf(selector: (Float) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
DoubleArray.maxOf(selector: (Double) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
CharArray.maxOf(selector: (Char) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
BooleanArray.maxOf(selector: (Boolean) -> R): R { return maxOf { selector(this[0]) } for (i in 1..lastIndex) { val v = selector(this[i]) if (maxValue < v) { maxValue = v } return maxValue } **} * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n
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produced by [selector] function

* applied to each element in the array or `null` if there are no elements.\n
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array\n
<out T> .\n
maxOfOrNull\n
(selector: (T) -> Double) : Double? \n
{ \n
  if (isEmpty()) return null \n
  var maxV = selector\n
  (this[0]) \n
  for (i in 1..lastIndex) \n
  { \n
    val v = selector\n
    (this[i]) \n
    maxV = maxOf\n
    (maxV, v) \n
  } \n
  return maxV \n
  \n
  **\n
  * Returns the largest value among all values produced by [selector] function

  * applied to each element in the array or `null` if there are no elements.\n
  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.

maxOfOrNull\n
(selector: (Byte) -> Double) : Double? \n
{ \n
  if (isEmpty()) return null \n
  var maxV = selector\n
  (this[0]) \n
  for (i in 1..lastIndex) \n
  { \n
    val v = selector\n
    (this[i]) \n
    maxV = maxOf\n
    (maxV, v) \n
  } \n
  return maxV \n
  \n
  **\n
  * Returns the largest value among all values produced by [selector] function

  * applied to each element in the array or `null` if there are no elements.\n
  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.

maxOfOrNull\n
(selector: (Short) -> Double) : Double? \n
{ \n
  if (isEmpty()) return null \n
  var maxV = selector\n
  (this[0]) \n
  for (i in 1..lastIndex) \n
  { \n
    val v = selector\n
    (this[i]) \n
    maxV = maxOf\n
    (maxV, v) \n
  } \n
  return maxV \n
  \n
  **\n
  * Returns the largest value among all values produced by [selector] function

  * applied to each element in the array or `null` if there are no elements.\n
  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.

maxOfOrNull\n
(selector: (Int) -> Double) : Double? \n
{ \n
  if (isEmpty()) return null \n
  var maxV = selector\n
  (this[0]) \n
  for (i in 1..lastIndex) \n
  { \n
    val v = selector\n
    (this[i]) \n
    maxV = maxOf\n
    (maxV, v) \n
  } \n
  return maxV \n
  \n
  **\n
  * Returns the largest value among all values produced by [selector] function

  * applied to each element in the array or `null` if there are no elements.\n
  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\n
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.

maxOfOrNull\n
(selector: (Long) -> Double) : Double? \n
{ \n
  if (isEmpty()) return null \n
  var maxV = selector\n
  (this[0]) \n
  for (i in 1..lastIndex) \n
  { \n
    val v = selector\n
    (this[i]) \n
    maxV = maxOf\n
    (maxV, v) \n
  } \n
  return maxV \n
  \n
  **\n
  * Returns the largest value among all values produced by [selector] function

  * applied to each element in the array or `null` if there are no elements.\n
  * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
maxValue = maxOf(maxValue, v)
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
if (maxValue < v) {
maxValue = v
}
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
if (maxValue < v) {
maxValue = v
}
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
if (isEmpty()) return null
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
val v = selector(this[i])
if (maxValue < v) {
maxValue = v
}
}
return maxValue
}

by [selector] function

*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>>
IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>>
LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>>
FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
*\@SinceKotlin("1.4\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <T, R> Array<out
T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Comparator<in R>, selector: (Byte) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Short) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Int) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Long) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Float) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Double) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Boolean) -> R): R

if (isEmpty()) throw NoSuchElementException()

val maxValue = selector(this[0])

for (i in 1..lastIndex) {
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
}

return maxValue

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
By Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> CharArray.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector]\n * function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda ReturnType \n@kotlin.internal.InlineOnly\n\npublic inline fun <R> FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n
Open Source Used In DNAC Platform Antelope 13725
DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

Returns the largest element or `null` if there are no elements. * Returns the largest element or `null` if there are no elements.

Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

Array<out T : Comparable<T>>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.

DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}

Returns the largest element or `null` if there are no elements. * If any of elements is `NaN` returns `NaN`.
@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided
 * comparator or `null` if there are no elements.
 */
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided
 * comparator or `null` if there are no elements.
 */
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided
 * comparator or `null` if there are no elements.
 */
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun ByteArray.min(): Byte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun ShortArray.min(): Short? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun IntArray.min(): Int? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun LongArray.min(): Long? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun FloatArray.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun DoubleArray.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun CharArray.min(): Char? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <T : Comparable<T>, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Byte: Comparable<Byte>> ByteArray.minBy(selector: (Byte) -> R): Byte? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Short: Comparable<Short>> ShortArray.minBy(selector: (Short) -> R): Short? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Int: Comparable<Int>> IntArray.minBy(selector: (Int) -> R): Int? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Long: Comparable<Long>> LongArray.minBy(selector: (Long) -> R): Long? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Float: Comparable<Float>> FloatArray.minBy(selector: (Float) -> R): Float? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Double: Comparable<Double>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    return minByOrNull(selector)
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <R : Comparable<R>, Char: Comparable<Char>> CharArray.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}
Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long?

{
    return minByOrNonNull(selector)[n]@Deprecated("Use minByOrNonNull instead.",
    ReplaceWith("minByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")
    } public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float?

{
    return minByOrNonNull(selector)[n]@Deprecated("Use minByOrNonNull instead.",
    ReplaceWith("minByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")
    } public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double?

{
    return minByOrNonNull(selector)[n]@Deprecated("Use minByOrNonNull instead.",
    ReplaceWith("minByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")
    } public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean?

{
    return minByOrNonNull(selector)[n]@Deprecated("Use minByOrNonNull instead.",
    ReplaceWith("minByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")
    } public inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char?

{
    return minByOrNonNull(selector)[n]@Deprecated("Use minByOrNonNull instead.",
    ReplaceWith("minByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")
    } public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or null if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or null if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or null if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or null if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v) {
            minElem = e
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or null if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float?

{
    if (isEmpty()) return null
    var minElem = this[0] val lastIndex = this.lastIndex if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (minVal > v)
{\n  minElem = e\n  minValue = v\n  \n  return minElem\n}\n*/\n* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n* @sample\n\nCollections.Aggregates.minByOrNull\n*\nAn@SinceKotlin("1.4")\n\npublic inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}*/\n* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n* @sample\n\nCollections.Aggregates.minByOrNull\n*\nAn@SinceKotlin("1.4")\n\npublic inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}*/\n* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n* @sample\n\nCollections.Aggregates.minByOrNull\n*\nAn@SinceKotlin("1.4")\n\npublic inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}*/\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n  * \n  * @throws NoSuchElementException if the array is empty.\n*\n* An@SinceKotlin("1.4")\n* OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* OverloadResolution\n* ByLambdaReturnType\n* kotlin.internal.InlineOnly\n* public inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}*/\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n  * \n  * @throws NoSuchElementException if the array is empty.\n*\n* An@SinceKotlin("1.4")\n* OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* OverloadResolution\n* ByLambdaReturnType\n* kotlin.internal.InlineOnly\n* public inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}*/\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n  * \n  * @throws NoSuchElementException if the array is empty.\n*\n* An@SinceKotlin("1.4")\n* OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* OverloadResolution\n* ByLambdaReturnType\n* kotlin.internal.InlineOnly\n* public inline fun ShortArray.minOf(selector: (Short) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}*/\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n  * \n  * @throws NoSuchElementException if the array is empty.\n*\n* An@SinceKotlin("1.4")\n* OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* OverloadResolution\n* ByLambdaReturnType\n* kotlin.internal.InlineOnly\n* public inline fun IntArray.minOf(selector: (Int) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}*/\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n  * \n  * @throws NoSuchElementException if the array is empty.
each element in the array.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun LongArray.minOf(selector: (Long) -> Double): Double {

    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {

    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {

    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {

    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun <T> Array<out T>.minOf(selector: (T) -> Float): Float {

    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
Returns the smallest value among all values produced by [selector] function applied to each element in the array.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

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```kotlin
1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
} return

minValue\n\n\n
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> Array<T>.minOf(selector: (T) -> R) R {\n    if (isEmpty()) throw NoSuchElementException()\n    var min\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> ByteArray.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> ShortArray.minOf(selector: (Short) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> IntArray.minOf(selector: (Int) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> LongArray.minOf(selector: (Long) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> FloatArray.minOf(selector: (Float) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> DoubleArray.minOf(selector: (Double) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) \n            minValue = v\n    }\n    return minValue\n}
```kotlin
val minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}
return minValue

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
public inline fun <R : Comparable<R>> BooleanArray.minOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
public inline fun <R : Comparable<R>> CharArray.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values
 * produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) ->
> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
 */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@n@kotlin.experimental.InlineOnly\npublic inline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
 */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@n@kotlin.experimental.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
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 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
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 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
 */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@n@kotlin.experimental.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the array or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *
 */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType@n@kotlin.experimental.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
ByLambdaReturnType\n@kotlin.internal:inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal:inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}\n
Open Source Used in DNAC Platform Antelope 13736
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.minOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.minOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.minOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> DoubleArray.minOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function*
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> BooleanArray.minOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<T>.minOfWith(comparator: Comparator<R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWith(comparator: Comparator<R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWith(comparator: Comparator<R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWith(comparator: Comparator<R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWith(comparator: Comparator<R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.minOfWith(comparator: Comparator<R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

*Throws NoSuchElementException if the array is empty.

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

*Throws NoSuchElementException if the array is empty.
function applied to each element in the array.*n * @throws NoSuchElementException if the array is empty.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<R>, selector: (Double) -> R): R {\n *\n * if (isEmpty()) throw NoSuchElementException()\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<R>, selector: (Boolean) -> R): R {\n *\n * if (isEmpty()) throw NoSuchElementException()\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<R>, selector: (T) -> R): R? {\n *\n * return null\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Byte) -> R): R? {\n *\n * return null\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Short) -> R): R? {\n *\n * return null\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.*n *\n *\n *@SinceKotlin("1.4")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution\n *@LambdaReturnType\n *@InlineOnly\n *public inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<R>, selector: (Int) -> R): R? {\n *\n * return null\n * var minValue = selector(this[0])\n * for (i in 1..lastIndex) {\n * val v = selector(this[i])\n * if (comparator.compare(minValue, v) > 0) {\n * minValue = v\n * }\n * return minValue\n * }\n *\n *\n * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.*n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nLongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nFloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nDoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nBooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nCharArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v\n        }\n    }\n    return minValue\n}\n
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun Array<out Double>.minOrNull(): Double? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min = minOf(min, e)\n    }\n    return min\n}\n
Returns the smallest element or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun Array<out Float>.minOrNull(): Float? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min = minOf(min, e)\n    }\n    return min\n}\n
Returns the smallest element or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n
Returns the smallest element or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun Array<out Double>.minOrNull(): Double? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        min = minOf(min, e)\n    }\n    return min\n}\n
Returns the smallest element or ‘null’ if there are no elements.\n
`@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun ByteArray.minOrNull(): Byte? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}\n
Returns the smallest element or ‘null’ if there are no elements.
ShortArray.minOrNull(): Short? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.minOrNull(): Int? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.minOrNull(): Long? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun FloatArray.minOrNull(): Float? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.minOrNull(): Double? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun CharArray.minOrNull(): Char? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun ByteArray.minOrNull(): Byte? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun ShortArray.minOrNull(): Short? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.minOrNull(): Int? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.minOrNull(): Long? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun FloatArray.minOrNull(): Float? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun DoubleArray.minOrNull(): Double? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun BooleanArray.minOrNull(): Boolean? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
*\n@SinceKotlin("1.4")\npublic fun CharArray.minOrNull(): Char? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (comparator.compare(min, e) > 0) min = e\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun IntArray.minWith(comparator: Comparator<in Int>): Int? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun LongArray.minWith(comparator: Comparator<in Long>): Long? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] min = minOf(min, e)\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (min > e) min = e\n    } return min\n}\n
@Deprecated("Use minWithOrNull instead.", \n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun CharArray.minWith(comparator: Comparator<in Char>): Char? {\n    if (isEmpty()) return null\n    var min = this[0] for (i in 1..lastIndex) {\n        val e = this[i] if (comparator.compare(min, e) > 0) min = e\n    } return min\n}\n
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`null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

@SinceKotlin("1.4")
public fun ShortArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun IntArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun LongArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun FloatArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

@SinceKotlin("1.4")
public fun CharArray.none(): Boolean {
    return isEmpty()
}
```

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isEmpty() * Returns `true` if no elements match the given [predicate].

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}
[action] on each element and returns the array itself afterwards.

*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun ByteArray.onEachIndexed(action: (Int, Byte) -> Unit): ByteArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun ShortArray.onEachIndexed(action: (Int, Short) -> Unit): ShortArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun IntArray.onEachIndexed(action: (Int, Int) -> Unit): IntArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun LongArray.onEachIndexed(action: (Int, Long) -> Unit): LongArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun FloatArray.onEachIndexed(action: (Int, Float) -> Unit): FloatArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun DoubleArray.onEachIndexed(action: (Int, Double) -> Unit): DoubleArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun BooleanArray.onEachIndexed(action: (Int, Boolean) -> Unit): BooleanArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun CharArray.onEachIndexed(action: (Int, Char) -> Unit): CharArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
\n
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*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.onEachIndexed(action: (Int, Byte) -> Unit): ByteArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun IntArray.onEachIndexed(action: (Int, Int) -> Unit): IntArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun LongArray.onEachIndexed(action: (Int, Long) -> Unit): LongArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun FloatArray.onEachIndexed(action: (Int, Float) -> Unit): FloatArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.onEachIndexed(action: (Int, Double) -> Unit): DoubleArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.onEachIndexed(action: (Int, Boolean) -> Unit): BooleanArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.onEachIndexed(action: (Int, Char) -> Unit): CharArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
\n
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*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun ByteArray.onEachIndexed(action: (Int, Byte) -> Unit): ByteArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun IntArray.onEachIndexed(action: (Int, Int) -> Unit): IntArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun LongArray.onEachIndexed(action: (Int, Long) -> Unit): LongArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun FloatArray.onEachIndexed(action: (Int, Float) -> Unit): FloatArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun DoubleArray.onEachIndexed(action: (Int, Double) -> Unit): DoubleArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun BooleanArray.onEachIndexed(action: (Int, Boolean) -> Unit): BooleanArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}

\n
*\@SinceKotlin("1.4")*\n@kotlin.internal.InlineOnly\n\ninline fun CharArray.onEachIndexed(action: (Int, Char) -> Unit): CharArray {
    return apply { for (index in 0 until this.size) action(index, this[index]) }\n}
receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator: S = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right.\n * \n * Thrown if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
UnsupportedOperationException("Empty array can't be reduced.")
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
accumulator

Accumulates value starting with the first element and applying [operation] from left to right. It returns `null` if its receiver is empty. Instead, it returns `null` when its receiver is empty.

@sample samples.collections.Collections.Aggregates.reduce

```
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.

```kotlin
fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.

```kotlin
fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.

```kotlin
fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.

```kotlin
fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.

```kotlin
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

It returns `null` when its receiver is empty.
FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceIndexedOrNull
 */
@SinceKotlin("1.4")
public inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    var accumulator = this[0] for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Array<out
T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index--
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,\n and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,\n and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,\n and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,\n and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value,\n and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
@param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value,\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\nv

fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))\n    }
    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value,\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value,\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value,\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value,\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value,\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }
    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value,\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)\n    }
    return accumulator\n}
ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short

var index = lastIndex
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNonNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

* This method is public inline fun

IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int

while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNonNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

* This method is public inline fun


while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNonNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

* This method is public inline fun

FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float

while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNonNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

* This method is public inline fun

DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double

while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    return accumulator
}

* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightIndexedOrNonNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
* and calculates the next accumulator value.

* This method is public inline fun
samples.collections.Collections.Aggregates.reduceRightOrNull *\public inline fun
BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// * Throws an exception if this array is empty. If the array can be empty in an expected way,
// * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
// * @param [operation] function that takes the index of an element, the element itself and current accumulator
// * value, and calculates the next accumulator value.

CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

// Accumulates value starting with the last element and applying [operation] from right to left
// to each element with its index in the original array and current accumulator value.
// Returns `null` if the array is empty.
// @param [operation] function that takes the index of an element, the element itself and current accumulator value.
// * Calculates the next accumulator value.
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
[operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample
samples.collections.Collections.Aggregates.reduceRightOrNullable */@SinceKotlin("1.4")*/

public inline fun
LongArray.reduceRightIndexedOrNullable(operation: (index: Int, Long, acc: Long) -> Long): Long? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n* \n* @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* \n* @sample
samples.collections.Collections.Aggregates.reduceRightIndexedOrNullable */@SinceKotlin("1.4")*/

public inline fun
FloatArray.reduceRightIndexedOrNullable(operation: (index: Int, Float, acc: Float) -> Float): Float? {
    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n * to each element with its index in the original array and current accumulator value.\n* \n* @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* \n* @sample
samples.collections.Collections.Aggregates.reduceRightIndexedOrNullable */@SinceKotlin("1.4")*/

public inline fun
DoubleArray.reduceRightIndexedOrNullable(operation: (index: Int, Double, acc: Double) -> Double): Double? {
    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n * to each element with its index in the original array and current accumulator value.\n* \n* @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,\n* \n* @sample
samples.collections.Collections.Aggregates.reduceRightIndexedOrNullable */@SinceKotlin("1.4")*/

public inline fun
BooleanArray.reduceRightIndexedOrNullable(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n * to each element and current accumulator value.\n* \n* @param \[operation\] function that takes an element and current accumulator value,\n* \n* @sample
samples.collections.Collections.Aggregates.reduceRightOrNullable */@SinceKotlin("1.4")*/

public inline fun
CharArray.reduceRightOrNullable(operation: (index: Int, Char, acc: Char) -> Char): Char? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n * to each element and current accumulator value.\n* \n* @param \[operation\] function that takes an element and current accumulator value,\n* \n* @sample
arrays.<T>reduceRightOrNullable */@ExperimentalStdlibApi::class*/

public inline fun
Array<out T>.reduceRightOrNullable(operation: (T, acc: S) -> S): S? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator: S = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator\n}
and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```
current accumulator value, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean?
{
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char?
{
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@InlineOnly
public inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R>
{
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
    {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@InlineOnly
public inline fun <T, R> CharArray.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R>
{
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
    {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@InlineOnly
public inline fun <T, R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R>
{
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
    {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@InlineOnly
{
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
    {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@InlineOnly
public inline fun <T, R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R>
{
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this)
    {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

---

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1).apply { add(initial) }
var accumulator = initial
for (element in this) {
    accumulator = operation(accumulator, element)
    result.add(accumulator)
}
return result

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@sample samples.collections.Collections.Aggregates.runningFold

fun LongArray.runningFold(initial: Long, operation: (acc: Long, Long) -> Long): List<Long> { if (isEmpty()) return listOf(initial)
    val result = ArrayList<Long>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
fun FloatArray.runningFold(initial: Float, operation: (acc: Float, Float) -> Float): List<Float> { if (isEmpty()) return listOf(initial)
    val result = ArrayList<Float>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
fun DoubleArray.runningFold(initial: Double, operation: (acc: Double, Double) -> Double): List<Double> { if (isEmpty()) return listOf(initial)
    val result = ArrayList<Double>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
fun BooleanArray.runningFold(initial: Boolean, operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> { if (isEmpty()) return listOf(initial)
    val result = ArrayList<Boolean>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
fun CharArray.runningFold(initial: Char, operation: (acc: Char, Char) -> Char): List<Char> { if (isEmpty()) return listOf(initial)
    val result = ArrayList<Char>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
its index in the original array and current accumulator value that starts with [initial] value.\n\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value.\n* and the element itself, and calculates the next accumulator value.\n* \n* @param samples.collections.Collections.Aggregates.runningFold

*\n*SinceKotlin("1.4")\n*public inline fun <T, R>

Array\<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List\<R> \n{ \n    if (isEmpty())
        return listOf(initial) \n    var result = ArrayList\<R\>(size + 1).apply { add(initial) } \n    var accumulator = initial \n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return result.add(accumulator) \n} \n
*\n*Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value.\n* and the element itself, and calculates the next accumulator value.\n* \n* @param samples.collections.Collections.Aggregates.runningFold

*\n*SinceKotlin("1.4")\n*public inline fun <T, R>

ByteArray\.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List\<R> \n{ \n    if (isEmpty())
        return listOf(initial) \n    var result = ArrayList\<R\>(size + 1).apply { add(initial) } \n    var accumulator = initial \n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return result.add(accumulator) \n} \n
*\n*Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value.\n* and the element itself, and calculates the next accumulator value.\n* \n* @param samples.collections.Collections.Aggregates.runningFold

*\n*SinceKotlin("1.4")\n*public inline fun <T, R>

ShortArray\.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List\<R> \n{ \n    if (isEmpty())
        return listOf(initial) \n    var result = ArrayList\<R\>(size + 1).apply { add(initial) } \n    var accumulator = initial \n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return result.add(accumulator) \n} \n
*\n*Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value.\n* and the element itself, and calculates the next accumulator value.\n* \n* @param samples.collections.Collections.Aggregates.runningFold

*\n*SinceKotlin("1.4")\n*public inline fun <T, R>

IntArray\.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List\<R> \n{ \n    if (isEmpty()) return \n    listOf(initial) \n    var result = ArrayList\<R\>(size + 1).apply { add(initial) } \n    var accumulator = initial \n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return result.add(accumulator) \n} \n
*\n*Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value.\n* and the element itself, and calculates the next accumulator value.\n* \n* @param samples.collections.Collections.Aggregates.runningFold

*\n*SinceKotlin("1.4")\n*public inline fun <T, R>

LongArray\.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List\<R> \n{ \n    if (isEmpty())
        return listOf(initial) \n    var result = ArrayList\<R\>(size + 1).apply { add(initial) } \n    var accumulator = initial \n    for (index in indices) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return result.add(accumulator) \n}
result.add(accumulator)
}

/**
 * Returns a list containing successive accumulation
 * values generated by applying [operation] from left to right
 * to each element, its index in the original array and
 * current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function
 * should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element,
 * current accumulator value and the element itself, and calculates
 * the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningFoldIndexed(initial: Float, operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<Float>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation
 * values generated by applying [operation] from left to right
 * to each element, its index in the original array and
 * current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function
 * should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element,
 * current accumulator value and the element itself, and calculates
 * the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningFoldIndexed(initial: Double, operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<Double>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation
 * values generated by applying [operation] from left to right
 * to each element, its index in the original array and
 * current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function
 * should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element,
 * current accumulator value and the element itself, and calculates
 * the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningFoldIndexed(initial: Boolean, operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<Boolean>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation
 * values generated by applying [operation] from left to right
 * to each element, its index in the original array and
 * current accumulator value that starts with the first element
 * of this array.
 * Note that `acc` value passed to [operation] function
 * should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * @param [operation] function that takes the index of an element,
 * current accumulator value and the element itself, and calculates
 * the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun Array<out T>.runningReduce(operation: (acc: T, T) -> T): List<T> {
    if (isEmpty()) return emptyList()
    var

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accumulator: S = this[0]
val result = ArrayList<S>(size).apply { add(accumulator) }
for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
}
return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.runningReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

@sample samples.collections.Collections.Aggregates.runningReduce

*@
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator =
this[0][n] val result = ArrayList<Double>(size).apply { add(accumulator) } for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
} return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
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 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce

```
*\@SinceKotlin("1.4\")*\@kotlin.internal.InlineOnly\npublic inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}

/*\@SinceKotlin("1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n*/

c inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element, its index in the original array and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element, its index in the original array and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * from left to right to each element, its index in the original array and current accumulator value that starts with [initial]
 * value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
c inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
c inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
Returns the sum of all values produced by [selector] function applied to each element in the array.

```
@public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
*public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun Array<out T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
*public inline fun CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```
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```
LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum = selector(element)
    return sum
}

FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum = selector(element)
    return sum
}

CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum = selector(element)
    return sum
}

ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum = selector(element)
    return sum
}

ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum = selector(element)
    return sum
}

IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum = selector(element)
    return sum
}

LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum = selector(element)
    return sum
}

BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum = selector(element)
    return sum
}

Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum = selector(element)
    return sum
}
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun Array<out T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
* Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element) /n
    return sum
} /n
```

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sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@kotlin.experimental.UnsignedTypes@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfUInt")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@n@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-null elements, throwing an [IllegalArgument exceptionally] if there are any `null` elements.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun <T : Any> Array<T>?.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfULong")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <T> FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first =
ArrayList<Float>()
val first = ArrayList<Float>()
val second = ArrayList<Float>()
for (element in this) {
    if (predicate(element)) {
        first.add(element)
    } else {
        second.add(element)
    }
}
return Pair(first, second)

/**
 * Splits the original array into pair of lists, \( n \) * where \( *first* \) list contains elements for which
 * \( [predicate] \) yielded \('true', \( n \) * while \( *second* \) list contains elements for which \( [predicate] \)
 * yielded \('false', \( n \) * \( @sample \) \ samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */

ArrayList<Double>()
val first = ArrayList<Double>()
val second = ArrayList<Double>()
for (element in this) {
    if (predicate(element)) {
        first.add(element)
    } else {
        second.add(element)
    }
}
return Pair(first, second)

/**
 * Splits the original array into pair of lists, \( n \) * where \( *first* \) list contains elements for which
 * \( [predicate] \) yielded \('true', \( n \) * while \( *second* \) list contains elements for which \( [predicate] 
 * yielded \('false', \( n \) * \( @sample \) \ samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */

CharArray().partition(predicate: (Char) -> Boolean) = Pair<List<Char>, List<Char>>

CharArray().partition(predicate: (Char) -> Boolean) = Pair<List<Char>, List<Char>>

*/

IntArray().partition(predicate: (Int) -> Boolean) = Pair<List<Int>, List<Int>>

IntArray().partition(predicate: (Int) -> Boolean) = Pair<List<Int>, List<Int>>

LongArray().partition(predicate: (Long) -> Boolean) = Pair<List<Long>, List<Long>>

LongArray().partition(predicate: (Long) -> Boolean) = Pair<List<Long>, List<Long>>

FloatArray().partition(predicate: (Float) -> Boolean) = Pair<List<Float>, List<Float>>

FloatArray().partition(predicate: (Float) -> Boolean) = Pair<List<Float>, List<Float>>

DoubleArray().partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>>

DoubleArray().partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>>

ByteArray().partition(predicate: (Byte) -> Boolean) = Pair<List<Byte>, List<Byte>>

ByteArray().partition(predicate: (Byte) -> Boolean) = Pair<List<Byte>, List<Byte>>

ShortArray().partition(predicate: (Short) -> Boolean) = Pair<List<Short>, List<Short>>

ShortArray().partition(predicate: (Short) -> Boolean) = Pair<List<Short>, List<Short>>

IntArray().partition(predicate: (Int) -> Boolean) = Pair<List<Int>, List<Int>>

IntArray().partition(predicate: (Int) -> Boolean) = Pair<List<Int>, List<Int>>
Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.

* The returned list has length of the shortest collection.

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun <T, R> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    return zip(other) { t1, t2 -> transform(t1, t2) }
}
```

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other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) {\n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}

/**\n * Returns a list of pairs built from the elements of `this` array and [other] array with the same index.\n * Using the provided [transform] function applied to each pair of elements.\n * @sample samples.collections.Operations.zip\n */\npublic inline fun <R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n}
fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Operations.zipIterableWithTransform
 */
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

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Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

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Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.

Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

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The returned list has length of the shortest array.

Returns a list of values built from the elements of `this` array and the [other] array using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest array.
*/
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val
    size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index *
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index *
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index *
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index *
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> CharSequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((CharSequence) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> CharSequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((CharSequence) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable>CharSequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((CharSequence) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable>CharSequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((CharSequence) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. *
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). *
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable>CharSequence.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((CharSequence) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
@sample samples.collections.Collections.Transformations.joinTo

public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): A {
    buffer.append(prefix) var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            var transformed = transform?.invoke(element)
            if (transformed != null)
                buffer.append(transformed)
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    buffer.append(prefix) var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            var transformed = transform?.invoke(element)
            if (transformed != null)
                buffer.append(transformed)
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    buffer.append(prefix) var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            var transformed = transform?.invoke(element)
            if (transformed != null)
                buffer.append(transformed)
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix) var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            var transformed = transform?.invoke(element)
            if (transformed != null)
                buffer.append(transformed)
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
    buffer.append(prefix) var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            var transformed = transform?.invoke(element)
            if (transformed != null)
                buffer.append(transformed)
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."). If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```java
/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<out CharSequence>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<CharSequence>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<Boolean>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<Byte>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<Long>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<Double>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<String>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((String) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<Throwable>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Throwable) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> Array<Array<ByteArray>>.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((ByteArray) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```
huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to "\ldots")n * n * @sample
samples.collections.Collections.Transformations.joinToString

/*
 * @sample
 * samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = "\ldots", transform: ((Long) -> CharSequence)? = null): String { return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().n*"n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.n * n *
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to "\ldots")n * n * @sample
samples.collections.Collections.Transformations.joinToString

/*
 * @sample
 * samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = "\ldots", transform: ((Float) -> CharSequence)? = null): String { return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().n*"n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.n * n *
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to "\ldots")n * n * @sample
samples.collections.Collections.Transformations.joinToString

/*
 * @sample
 * samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = "\ldots", transform: ((Double) -> CharSequence)? = null): String { return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().n*"n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.n * n *
If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to "\ldots")n * n * @sample
samples.collections.Collections.Transformations.joinToString

/*
 * @sample
 * samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = "\ldots", transform: ((Boolean) -> CharSequence)? = null): String { return joinToString(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString().n*"n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun <T> Array<out T>.asIterable(): Iterable<T> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun ByteArray.asIterable(): Iterable<Byte> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun ShortArray.asIterable(): Iterable<Short> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun IntArray.asIterable(): Iterable<Int> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun LongArray.asIterable(): Iterable<Long> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun FloatArray.asIterable(): Iterable<Float> { if (isEmpty()) return emptyList().n * return Iterable { this.iterator() }n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.n * An public fun
DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable {
        this.iterator()
    }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable {
        this.iterator()
    }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable {
        this.iterator()
    }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence {
        this.iterator()
    }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence {
        this.iterator()
    }
}

/**
 * Calculates the average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Calculates the average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Calculates the average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Calculates the average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Calculates the average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfChar")
public fun CharArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
random element from this range.

* * * 

* @SinceKotlin("1.3") inline fun IntRange.random(): Int {

    return random(Random())
}

* @SinceKotlin("1.3") inline fun LongRange.random(): Long {

    return random(Random())
}

* @SinceKotlin("1.3") inline fun CharRange.random(): Char {

    return random(Random())
}

* @SinceKotlin("1.3") inline fun CharRange.random(random: Random): Char {

    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

* @SinceKotlin("1.3") inline fun IntRange.randomOrNull(): Int? {

    return randomOrNull(Random())
}

* @SinceKotlin("1.3") inline fun LongRange.randomOrNull(): Long? {

    return randomOrNull(Random())
}

* @SinceKotlin("1.3") inline fun CharRange.randomOrNull(): Char? {

    return randomOrNull(Random())
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char?): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.contains(element: Int): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun LongRange.contains(element: Long): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun CharRange.contains(element: Char): Boolean {

    return element != null && contains(element)
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: IntRange): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: LongRange): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: CharRange): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun CharRange.equals(other: Char): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun IntRange.equals(other: Int?): Boolean {

    return this == other
}

* @SinceKotlin("1.3") inline operator fun LongRange.equals(other: Long?): Boolean {
public inline operator fun CharRange.contains(element: Char): Boolean {
    return element != null && contains(element) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat()) * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return value.toIntOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortOrNull().let { if (it != null) contains(it) else false } * Checks if the specified [value] belongs to this range.
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {
    return contains(value.toFloat()) * Checks if the specified [value] belongs to this range.
}
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```kotlin
range
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}

public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)
}
```

---

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fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)
}

fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Int.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Short.downTo(to: Long): ShortProgression {
    return ShortProgression.fromClosedRange(this.toDouble(), to, -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Byte.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
fun Short.downTo(to: Int): ShortProgression {
    return ShortProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null
}

fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toFloat().toByte() else null
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toDouble().toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toFloat().toByte() else null
}
Byte.MIN_VALUE.toFloat().Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null
\n\nuninteral fun Long.toIntExactOrNull(): Int? {\n    if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong())\n        this.toInt() else null\n\nuninteral fun Double.toIntExactOrNull(): Int? {\n    if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble())\n        this.toInt() else null\n\nuninteral fun Float.toIntExactOrNull(): Int? {\n    if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat())\n        this.toInt() else null\n\nuninteral fun Short.toShortOrNull(): Short? {\n    if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())\n        this.toShort() else null\n\nuninteral fun Char.toCharOrNull(): Char? {\n    if (to <= Char.MIN_VALUE)\n        CharRange.EMPTY else\n            this.toChar()}

/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()}

/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
public infix fun Int.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()}

/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
public infix fun Int.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()}

/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
public infix fun Int.until(to: Double): DoubleRange {
    return this .. (to.toDouble() - 1).toDouble()}

/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
public infix fun Int.until(to: Float): FloatRange {
    return this .. (to.toFloat() - 1).toFloat()
Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()

Long): LongRange
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this.toLong() .. (to - 1).toLong()
greater than the specified \[\text{maximumValue}\].

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceAtMost\n*\@public fun Short.coerceAtMost(maximumValue: Short):
Short \{\n    return if (this > maximumValue) maximumValue else this\n\n*\@return this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceAtMost\n*\@public fun Int.coerceAtMost(maximumValue: Int): Int
\{\n    return if (this > maximumValue) maximumValue else this\n\n*\@return this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceAtMost\n*\@public fun Double.coerceAtMost(maximumValue: Double): Double
\{\n    return if (this > maximumValue) maximumValue else this\n```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{maximumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceInComparable\n*\@public fun \<T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceIn\n*\@public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceIn\n*\@public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceIn\n*\@public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceIn\n*\@public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.

```java
*\@sample
samples.comparisons.ComparableOps.coerceIn\n*\@public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long
```

\[\text{\textbf{return}}\] this value if it’s less than or equal to the \[\text{minimumValue}\] or the \[\text{maximumValue}\] otherwise.
return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures this value lies in the specified range [minimumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue)
        throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
(range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of
         * UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte
         * in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt =
it's less than other,
* or a positive number if it's greater than other.

```kotlin
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
```
value represents \( n \) the same numerical value as this `UInt`. \n
* The resulting `Byte` value is represented by the least significant 8 bits of this `UInt`. \n
* Note that the resulting `Byte` value may be negative. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toByte(): Byte = data.toByte() \n
* \/**\n
* Converts this [UInt] value to [Short]. \n
* If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents \( n \) the same numerical value as this `UInt`. \n
* The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value. \n
* Note that the resulting `Short` value may be negative. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toShort(): Short = data.toShort() \n
* \/**\n
* Converts this [UInt] value to [Int]. \n
* If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value represents \( n \) the same numerical value as this `UInt`. Otherwise the result is negative. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toInt(): Int = data \n
* \/**\n
* Converts this [UInt] value to [Long]. \n
* The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt`. whereas the most significant 32 bits are filled with zeros. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toLong(): Long = data.toLong() \n
* \/**\n
* Converts this [UInt] value to [UByte]. \n
* \/**\n
* Converts this [UInt] value to [UShort]. \n
* \/**\n
* Returns this value. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toUInt(): UInt = this \n
* \/**\n
* Converts this [UInt] value to [ULong]. \n
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value. whereas the most significant 32 bits are filled with zeros. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF) \n
* \/**\n
* Converts this [UInt] value to [Float]. \n
* The resulting value is the closest `Float` to this `UInt` value. In case when this `UInt` value is exactly between two `Float` s, the one with zero at least significant bit of mantissa is selected. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toFloat(): Float = this.toDouble().toFloat() \n
* \/**\n
* Converts this [UInt] value to [Double]. \n
* The resulting `Double` value represents the same numerical value as this `UInt`. \n
* \@kotlin.internal.InlineOnly \n
* public inline fun toDouble(): Double = uintToDouble(data) \n
* \/**\n
* Converts this [UInt] value to [Byte]. \n
* Converts this [Byte] value to [UByte]. \n
* Converts this [UByte] value to [UInt]. \n
* The resulting `Byte` value represents the same numerical value as this `Byte`. whereas the most significant 24 bits are filled with the sign bit of this `Byte` value. whereas the most significant 24 bits are filled with the sign bit of this `Byte` value. 

* \@SinceKotlin("1.3") \@ExperimentalUnsignedTypes \n
* public inline fun Byte.toUInt(): UInt = UInt(this.toInt()) \n
* Converts this [Short] value to [UInt]. \n
* If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`. 

* The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value. whereas the most significant 16 bits are filled with the sign bit of this value. 

* \@SinceKotlin("1.3") \@ExperimentalUnsignedTypes \n
* public inline fun Short.toUInt(): UInt = UInt(this.toInt()) \n
* Converts this [Int] value to [UInt]. 

* If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int`. 

* The resulting `UInt` value has the same binary representation as this `Int` value. 

* \@SinceKotlin("1.3") \@ExperimentalUnsignedTypes \n
* public inline fun Int.toUInt(): UInt = UInt(this) \n
* Converts this [Long] value to [UInt]. 

* If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents \( n \) the same numerical value as this

---

**Open Source Used In DNAC Platform Antelope 13799**
The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.

Converts this [Float] value to [UInt].

The fractional part, if any, is rounded down towards zero.

Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.

Converts this [Double] value to [UInt].

The fractional part, if any, is rounded down towards zero.

Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.

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* A constant holding the minimum value an instance of UShort can have.

* A constant holding the maximum value an instance of UShort can have.

* The number of bytes used to represent an instance of UShort in a binary form.

* The number of bits used to represent an instance of UShort in a binary form.

* A constant holding the minimum value an instance of UShort can have.

* A constant holding the maximum value an instance of UShort can have.

* The number of bytes used to represent an instance of UShort in a binary form.

* The number of bits used to represent an instance of UShort in a binary form.

* A constant holding the minimum value an instance of UShort can have.

* A constant holding the maximum value an instance of UShort can have.

* A constant holding the minimum value an instance of UShort can have.

* A constant holding the maximum value an instance of UShort can have.
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt()) /** Multiplies this value by the other value. */
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt()) /** Multiplies this value by the other value. */
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other) /** Multiplies this value by the other value. */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other.toUInt()) /** Divides this value by the other value. */
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt()) /** Divides this value by the other value. */
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt()) /** Divides this value by the other value. */
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other) /** Divides this value by the other value. */
public inline operator fun div(other: ULong): ULong = this.toULong().div(other.toUInt()) /** Divides this value by the other value. */
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other) /** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
public inline operator fun inc(): UShort = UShort(data.inc()) /** Increments this value. */
public inline operator fun dec(): UShort = UShort(data.dec()) /** Decrements this value. */
operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt()) /** Creates a range from this value to the specified [other] value. */
infix fun and(other: UShort): UShort = UShort(this.data and other.data) /** Performs a bitwise AND operation between the two values. */
infix fun or(other: UShort): UShort = UShort(this.data or other.data) /** Performs a bitwise OR operation between the two values. */
infix fun xor(other: UShort): UShort = UShort(this.data xor other.data) /** Performs a bitwise XOR operation between the two values. */
public inline operator fun xor(other: UShort): UInt = this.toUInt().xor(other.toUInt()) /** Inverts the bits in this value. */
public inline operator fun inv(): UShort = data.inv() /** Inverts the bits in this value. */
public inline operator fun toByte(): Byte = data.toByte() /** Converts this [UShort] value to [Byte]. */
public inline operator fun toShort(): Short = data.toShort() /** Converts this [UShort] value to [Short]. */
public inline operator fun toInt(): Int = data.toInt() and 0xFFFF /** Converts this [UShort] value to [Int]. */
public inline operator fun toLong(): Long = data.toLong() and 0xFFFF /** Converts this [UShort] value to [Long]. */
public inline operator fun toUByte(): UByte = data.toUByte() /** Converts this [UShort] value to [UByte]. */

'UByte' value is represented by the least significant 8 bits of this 'UShort' value.
*/
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() /* Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this /* Converts this [UShort] value to [UInt]. */
*in* * The resulting 'UInt' value represents the same numerical value as this 'UShort'.
*/
*in* * The least significant 16 bits of the resulting 'UInt' value are the same as the bits of this 'UShort' value,
* whereas the most significant 16 bits are filled with zeros. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF) /* Converts this [UInt] value to [ULong]. */
*in* * The resulting 'ULong' value represents the same numerical value as this 'UShort'.
*in* * The least significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'UShort' value,
* whereas the most significant 48 bits are filled with zeros. */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF) /* Converts this [ULong] value to [Float]. */
*in* * The resulting 'Float' value represents the same numerical value as this 'UShort'. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = this.toInt().toShort() /* Converts this [Byte] value to [Int]. */
*in* * The resulting 'Int' value represents the same numerical value as this 'UShort'.
*/
*in* * The least significant 16 bits of the resulting 'Int' value are the same as the bits of this 'Byte' value,
* whereas the most significant 8 bits are filled with the sign bit of this value. */
*in* * Since Kotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun Byte.toUShort(): UShort = UShort(this.toShort()) /* Converts this [Byte] value to [UShort]. */
*in* * If this value is positive, the resulting 'UShort' value represents the same numerical value as this Byte.
*in* * The least significant 8 bits of the resulting 'UShort' value are the same as the bits of this Byte.value,
* whereas the most significant 8 bits are filled with the sign bit of this value. */
*in* * Since Kotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
*/
*in* * This value is positive, the resulting 'UShort' value represents the same numerical value as this 'Short'.
*/
*in* * The resulting 'UShort' value has the same binary representation as this 'Short'.
*/
*in* * Since Kotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this.toShort()) /* Converts this [Int] value to [UShort]. */
*in* * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting 'UShort' value represents
* the same numerical value as this 'Int'.
*in* * The resulting 'UShort' value is represented by the least significant 16 bits of this 'Int' value,
* whereas the most significant 8 bits are filled with the sign bit of this value. */
*in* * Since Kotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun Int.toUShort(): UShort = UShort(this.toShort()) /* Converts this [Long] value to [UShort]. */
*in* * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting 'UShort' value represents
* the same numerical value as this 'Long'.
*in* * The resulting 'UShort' value is represented by the least significant 16 bits of this 'Long'.
*/
*in* * Since Kotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun Long.toUShort(): UShort = UShort(this.toShort()) /* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. */
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.ranges

/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() || first == other.first && last == other.last)

    override fun override fun contains(value: Char): Boolean = !isEmpty() && last >= value && first <= value

    companion object {
        /** An empty range of values of type `Char`. */
        public val EMPTY: CharRange = CharRange(CharRange(start = CharRange(start = CharRange(start = Char), endInclusive = true), endInclusive = true), endInclusive = true)
    }
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    companion object {
        /** An empty range of values of type `Int`. */
        public val EMPTY: IntRange = IntRange(IntRange(start = IntRange(start = IntRange(start = Int), endInclusive = true), endInclusive = true), endInclusive = true)
    }
}
other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if

    override fun toString(): String = "$first..$last"

    companion object

    /**
     * A range of values of type `Long`.
     * 
     */
    public class LongRange(start: Long, endInclusive: Long) :
        LongProgression(start, endInclusive, 1), ClosedRange<Long> {
        override val start: Long get() = first
        override
        val endInclusive: Long get() = last

        override fun contains(value: Long): Boolean =
            first <= value && value <=
        last

        override fun isEmpty(): Boolean =
            first > last

        override fun equals(other: Any?): Boolean =
            other is LongRange && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last)

        override fun hashCode(): Int =
            if

        override fun toString(): String = "$first..$last"

    companion object {
        /** An empty
         * range of values of type Long. 
         */
        public val EMPTY: LongRange = LongRange(1, 0)

    }

    /*
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     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("CollectionsKt")
    @file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

    package kotlin.collections

    import kotlin.contracts.*
    import 

    internal object EmptyIterator : ListIterator<Nothing> {
        override fun hasNext(): Boolean = false
        override fun hasPrevious(): Boolean = false
        override fun nextIndex(): Int = 0
        override
        fun previousIndex(): Int = -1

        override fun next(): Nothing = throw NoSuchElementException()
        override

    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw

        override fun listIterator(): ListIterator<Nothing> = EmptyIterator

        override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
            if (fromIndex == 0 && toIndex == 0) return this
            throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
        }

        private fun

        public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)

    /**
     * Returns an empty
     * read-only list.  The returned list is serializable (JVM).
     * * @sample
     * samples.collections.CollectionsLists.emptyList()
     * * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
     * * @sample
     * samples.collections.CollectionsLists.readOnlyList("
     */
    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline fun <T> mutableListOf(): MutableList<T> =
        ArrayList()

    /**
     * Returns an empty new 

    */


samples.collections.Collections.Lists.emptyList

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> ArrayList<T>: return new [MutableList] with the given elements.

@sample samples.collections.Collections.Lists.mutableList

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

@sample samples.collections.Collections.Lists.arrayList

/**
 * Returns a new [MutableList] with the given elements.
 * @sample samples.collections.Collections.Lists.mutableListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

/**
 * Builds a new read-only list by populating a [MutableList] using the given 
 * [builderAction] and returning a read-only list with the same elements.
 * The list passed as a receiver to the [builderAction] is 
 * valid only inside that function.
 * Using it outside of the function produces an unspecified behavior.
 * @throws IllegalArgumentException if the given [capacity] is negative.
 * @sample samples.collections.Builders.Lists.buildListSample
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): return new [MutableList] with the given elements.

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
get() = 0..size - 1
this.size - 1)\n
/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.isNotEmpty
 */
@sample samples.collections.Collections.Collections.isNotEmpty

/**
 * Returns `true` if this nullable collection is
 * either null or empty.
 * @sample samples.collections.Collections.Collections.isNullOrEmpty
 */
@SinceKotlin("1.3")
@sample samples.collections.Collections.Collections.isNullOrEmpty

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.emptyListOrEmpty
 */
@SinceKotlin("1.3")
@sample samples.collections.Collections.Collections.emptyListOrEmpty

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is
 * empty.
 * @sample samples.collections.Collections.Collections.emptyListOrEmpty
 */
@SinceKotlin("1.3")
@sample samples.collections.Collections.Collections.emptyListOrEmpty

/**
 * Searches this list or its range for the provided
 * [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the
 * Comparable natural ordering of its elements, otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * `null` @return the index of the element, if it is contained in the
 * list within the specified range; otherwise, the inverted insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted;
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.emptyListOrEmpty
 */
@SinceKotlin("1.3")
@sample samples.collections.Collections.Collections.emptyListOrEmpty

/**
 * Searches this list or its range for the provided
 * [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the
 * specified [comparator], otherwise the result is undefined.
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified [comparator].
 * @sample samples.collections.Collections.Collections.emptyListOrEmpty
 */
@sample samples.collections.Collections.Collections.emptyListOrEmpty
rangeCheck(size, fromIndex, toIndex)\n
var low = fromIndex\nvar high = toIndex - 1\nwhile (low <= high) \nval mid = (low + high).ushr(1) // safe from overflows\nval midVal = get(mid)\nval cmp = comparator.compare(midVal, element)\nif (cmp < 0) \n    low = mid + 1\nelse if (cmp > 0) \n    high = mid - 1\nelse return mid // key found\n\nreturn -(low + 1) // key not found\n
* The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.\n* Otherwise the result is undefined.\n* If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.\n* 'null' value is considered to be less than any non-null value.\n* @return the index of the element with the specified [key], if it is contained in the list within the specified range; otherwise, the inverted insertion point `-(insertion point - 1)`.\n* The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.\n* @sample samples.collections.Collections.Lists.binarySearchByKey

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm.\n* The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.\n* Otherwise the result is undefined.\n* If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.\n* The list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n* @return the index of the element with the specified [key], if it is contained in the list within the specified range; otherwise, the inverted insertion point `-(insertion point - 1)`.\n* The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.\n* @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction

private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

internal expect fun checkIndexOverflow(index: Int): Int

internal expect fun checkCountOverflow(count: Int): Int

internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

"MapsKit"

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Open Source Used In DNAC Platform Antelope 13806
EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 
    override fun equals(other: Any?): Boolean = other is Map<*?, *> &&
    other.isEmpty() override fun hashCode(): Int = 
    override fun toString(): String = 
    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun containsValue(value: Nothing): Boolean = false
    override fun containsKey(key: Any?): Boolean = false
    override fun get(key: Any?): Nothing? = null
    override val entries: Set<Map.Entry<Any?, Nothing>> = Set() 
}

/**
 * Returns an empty read-only map of specified type.
 * The returned map is serializable.
 */
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first value is the key and the second is the value.
 * The returned map is serializable.
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    ConcurrentHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Returns an empty new [MutableMap].
 */
@SinceKotlin("1.1")
public inline fun <K, V> mutableMapOf(): MutableMap<K, V> =
    ConcurrentHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/**
 * Builds a new [Map] by populating a [MutableMap] using the given [builderAction]
 * and returning a read-only map with the same key-value pairs.
 */
@SinceKotlin("1.3")
public inline fun <K, V> linkedMapOf(): Map<K, V> =
    ConcurrentHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

/*
 * Open Source Used In DNAC Platform Antelope 13807
 */
buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> { 
    contract { 
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) 
    } 
    return buildMapInternal(builderAction) 
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> 
    * @throws IllegalArgument Exception if the given [capacity] is negative.

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> 
    * @throws IllegalArgument Exception if the given [capacity] is negative.

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect fun <K> mapCapacity(expectedSize: Int): Int

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || isEmpty()
}

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty())
        defaultValue() else this

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.get(key: K): V? =
    this.get(key)

@kotlin.internal.InlineOnly
    put(key, value)
}

@kotlin.internal.InlineOnly
public inline fun <K> Map<out K, *>.containsValue(value: V): Boolean =
    this.containsValue(value)

@kotlin.internal.InlineOnly
    return put(key, value)
}

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.get(key: K): V {
    return get(key)
}

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.remove(key: K): V {
    return remove(key)
}

@kotlin.internal.InlineOnly
    this.containsKey(key)

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.containsKey(key: K): Boolean =
    this.containsKey(key)

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.isEmpty(): Boolean =
    this.isEmpty()

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.containsKey(key: K): Boolean =
    this.containsKey(key)

@kotlin.internal.InlineOnly
    this.containsKey(value)

@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.size(): Int =
    this.size()
* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.

* @return the previous value associated with the key, or `null` if the key was not present in the map.

* Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.
/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 * @funct public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 * @sample samples.collections.Maps.Transformations.mapValues
 * @public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 * @sample samples.collections.Maps.Transformations.mapValues
 */

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * @sample samples.collections.Maps.Filtering.filter
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * @sample samples.collections.Maps.Filtering.filterNot
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a map containing all key-value pairs with keys matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterKeys
 */
    return filterKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), predicate) // .optimizeReadOnlyMap()
}

/**
 * Returns a map containing all key-value pairs with values matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterValues
 */
    return filterValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), predicate) // .optimizeReadOnlyMap()
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 * @sample samples.collections.Maps.Filtering.filterTo
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Filtering.filterNot
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 * @sample samples.collections.Maps.Transformations.mapValues
 */
    val result = LinkedHashMap<K, V>(mapCapacity(size))
    for (entry in this) {
        if (transform(entry) != null) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Filtering.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 * @sample samples.collections.Maps.Transformations.toMap
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(size))
    for (pair in this) {
        result.put(pair.first, pair.second)
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 * @sample samples.collections.Maps.Transformations.toMap
 */
public fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> {
    return toMap(LinkedHashMap<K, V>(mapCapacity(size))}

/**
 * Appends all entries not matching the given [predicate] into the given [destination] mutable map.
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries not matching the given [predicate] into the given [destination] mutable map.
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 * @sample samples.collections.Maps.Transformations.filterTo
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 * @sample samples.collections.Maps.Transformations.toMap
 */
public fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(size))
    for (pair in this) {
        result.put(pair.first, pair.second)
    }
    return result
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries not matching the given [predicate] into the given [destination] mutable map.
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 * @sample samples.collections.Maps.Transformations.filterTo
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * @sample samples.collections.Maps.Transformations.filterNotTo
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}
```kotlin
putAll(this@toMap) }\n
/**
 * Returns a new map containing all key-value pairs from the given array of pairs.\n * The returned map preserves the entry iteration order of the original array.\n * If any of two pairs would have the same key the last one gets added to the map.\n */
public fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()\n    1 -> mapOf(this[0])\n    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}\n
/**
 * Returns a new map containing all key-value pairs from the given sequence of pairs.\n * The returned map preserves the entry iteration order of the original sequence.\n */
@SinceKotlin("1.1")
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()

/**
 * Returns a new map containing all key-value pairs from the given map.\n * The returned map preserves the entry iteration order of the original map.\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()\n    1 -> toSingletonMap()\n    else -> toMutableMap()\n}\n
/**
 * Returns a new map containing all key-value pairs from the given iterable collection of pairs.\n */
@kotlin.internal.InlineOnly
    LinkedHashMap(this).apply { putAll(pairs) }\n
/**
 * Returns a new map containing all key-value pairs from the given array of key-value pairs.\n */
@kotlin.internal.InlineOnly
    LinkedHashMap(this).apply { putAll(pairs) }\n
/**
 * Returns a new map containing all key-value pairs from the given sequence of key-value pairs.\n */
@kotlin.internal.InlineOnly
    LinkedHashMap(this).apply { putAll(pairs) }\n
/*...
* The returned map preserves the entry iteration order of the original array.
* If any of two pairs would have the same key the last one gets added to the map.
* Returns a new map containing all key-value pairs from the given array of pairs.
* The returned map preserves the entry iteration order of the original sequence.
* If any of two pairs would have the same key the last one gets added to the map.
*/
```

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Array<out Pair<K, V>> { /* putAllpairs */ * Append or replaces all pairs from the given sequence of pairs in this mutable map. */ * Returns a map containing all entries of the original map except the entry with the given [key]. */ * The returned map preserves the entry iteration order of the original map. */ * Returns a map containing all entries of the original map except those entries whose keys are contained in the given [keys] collection. */ * The returned map preserves the entry iteration order of the original map. */ * Returns a map containing all entries of the original map except those entries whose keys are contained in the given [keys] array. */ * The returned map preserves the entry iteration order of the original map. */ * Returns a map containing all entries of the original map except those entries whose keys are contained in the given [keys] sequence. */ * The returned map preserves the entry iteration order of the original map. */ * Removes the entry with the given [key] from this mutable map. */ * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map. */ * Removes all entries the keys of which are contained in the given [keys] array from this mutable map. */ * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map. */ * @PublishedApi */ internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) { 0 -> EmptySet 1 -> toSingletonMapOrSelf() else -> this
}

/*
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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"
    override val size: Int get() = 0
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.SetSetKt
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements. Elements of the set are iterated in the order they were specified. The returned set is serializable (JVM).
 */
public fun <T> emptySet(vararg elements: T): Set<T> = EmptySet

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) { 0 -> EmptySet 1 -> toSingletonMapOrSelf() else -> this
}

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@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) { 0 -> EmptySet 1 -> toSingletonMapOrSelf() else -> this
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    override fun toString(): String = "[]"
    override val size: Int get() = 0
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

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}

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 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.SetSetKt
 */
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 * Returns a new read-only set with the given elements. Elements of the set are iterated in the order they were specified. The returned set is serializable (JVM).
 */
public fun <T> emptySet(vararg elements: T): Set<T> = EmptySet

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) { 0 -> EmptySet 1 -> toSingletonMapOrSelf() else -> this
}
```kotlin
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after

        start = 1

        if (firstChar == '-') {
            isNegative = true

            limit = Int.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Int.MAX_VALUE
        } else -> this
    }

    var limitBeforeMul = limit / radix
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = Long.MAX_VALUE
    }

    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {

                result *= radix

                if (result < limitBeforeMul) {
                    return null
                }
            } else {
                result -= digit
            }
        }
    }

    return if (isNegative) result else -result
}
```

```kotlin
/**
 * Parses the string as a [Long] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgument onException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int?): return null? if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
return int.toLongOrNull(radix = 10)@ann@Inkotlin.internal.InlineOnly
public inline fun String.toLongOrNull(radix: Int): Long? = toLongOrNull(radix)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentExcept onion when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgument onException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? = toIntOrNull(radix)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgument onException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgument onException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgument onException when [radix] is not a valid radix for string to number
 * conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? = toShortOrNull(radix = 10)
```

---

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length) {
  val digit = digitOf(this[i], radix)
  if (digit < 0) return null
  if (result < limitBeforeMul)
    result *= radix
  result += digit
}

if (result < limitBeforeMul) {
  return if (isNegative) result else -result
}

internal fun numberFormatError(input: String): Nothing = throw

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 */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:OptIn(ExperimentalUnsignedTypes::class)
package kotlin

@PublishedApi
internal fun uintDivide(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong = when {
  v1.isNaN() -> 0u
  v1 > (v1 - Long.MAX_VALUE).toDouble() / v2.toDouble() -> ULong.MAX_VALUE
  else -> (v1.toDouble() / v2.toDouble()).toULong()
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
  v.isNaN() -> 0u
  v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
  v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
  v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
  else -> v.toDouble().toUInt()
}

@PublishedApi
internal fun uintToString(v: ULong): String = uintToString(v, 10)

@PublishedApi
internal fun longToString(v: Long, base: Int): String {
  if (v >= 0) return v.toString(base)
  var quotient = ((v ushr 1) / base) shl 1
  var rem = v - quotient * base
  if (rem >= base) {
    rem -= base
    quotient += 1
  }
  return quotient.toString(base) + rem.toString(base)
}

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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")
package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
the [Iterator] of the given collection if it is known, or `null` otherwise. *

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence]
 * that returns values through the [Iterator]
 * provided by that function. *
 * The values are evaluated lazily, and the sequence is potentially infinite. *
 * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once. *
 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = if (this != null) this?.iterator() else EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}
```

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Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @sample samples.collections.Sequences.Use.sequenceIfEmpty
 */
public fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    yieldAll(iterator())
}

Sequence<T>.flatten(): Sequence<T> = flatten { it.iterator() } * Returns a sequence of all elements from all iterables in this sequence.

Sequence<T>.shuffled(): Sequence<T> = shuffled(Random) * Returns a sequence that yields elements of this sequence randomly shuffled.

Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {
    val buffer = toMutableList()
    while (buffer.isNotEmpty()) {
        val j = random.nextInt(buffer.size)
        val last = buffer.removeLast()
        val value = if (j < buffer.size) buffer.set(j, last)
    }
}

FilteringSequence<T>(sequence: Sequence<T>, sendWhen: Boolean, predicate: (T) -> Boolean) * Returns a sequence that yields elements of this sequence randomly shuffled * Returns a sequence that yields elements from the underlying sequence that either match or do not match the specified predicate.

TransformingSequence<T, R>(sequence: Sequence<T>, transformer: (T) -> R) * Returns a sequence that yields elements from the underlying sequence that yields elements of this sequence randomly shuffled * Returns a sequence that yields elements of this sequence randomly shuffled * Returns a sequence that yields elements from the underlying sequence that either match or do not match the specified predicate.

@OptIn(ExperimentalStdlibApi::class) buffer.removeLast() * Returns a sequence that yields elements of this sequence randomly shuffled * Returns a sequence that yields elements from the underlying sequence that either match or do not match the specified predicate.

internal class FilteringSequence<T>(sequence: Sequence<T>, sendWhen: Boolean, predicate: (T) -> Boolean) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item) == sendWhen) {
                    nextItem = item
                    nextState = 1
                    return
                }
            }
            nextState = 0
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem
            nextItem = null
            nextState = -1
            @Suppress("UNCHECKED_CAST")
            return result as T
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext()
            return nextState == 1
        }
    }
}

interface FilteringSequence<T, R> {
    fun filter(predicate: (T) -> Boolean): Sequence<T>
}

internal class TransformingSequence<T, R>(sequence: Sequence<T>, transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

interface TransformingSequence<T, R> {
    fun transform(transformer: (T) -> R): Sequence<R>
}

internal class TransformingSequence<T, R>(sequence: Sequence<T>, transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }
    }

    override fun hasNext(): Boolean {
        return iterator.hasNext()
    }
}

internal class TransformingSequence<T, R>(sequence: Sequence<T>, transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }
    }

    override fun hasNext(): Boolean {
        return iterator.hasNext()
    }
}

interface TransformingSequence<T, R> {
    fun transform(transformer: (T) -> R): Sequence<R>
}

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FlatteningSequence<T, R, E>(sequence, transformer, iterator) A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself. An internal class TransformingIndexedSequence<T, R> unconstructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> { override fun iterator(): Iterator<R> = sequence.iterator().let { it var index = 0 it override fun hasNext() = index < sequence.size it override fun next() = transformer(index++, it.next()) } } internal class TransformingIndexedSequence<T, R> constructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> { override fun iterator(): Iterator<R> = sequence.iterator().let { it var index = 0 it override fun hasNext() = index < sequence.size it override fun next() = transformer(checkIndexOverflow(index++), it.next()) } } internal class TransformingIndexedSequence<T, R, E> constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R, private val iterator: (R) -> Iterator<E>) : Sequence<E> { override fun iterator(): Iterator<E> = sequence.iterator().let { it var index = 0 it var itemIterator: Iterator<E>? = null it override fun hasNext() = ensureItemIterator() it override fun next() = if (itemIterator == null) throw NoSuchElementException() else itemIterator.next() } private fun ensureItemIterator(): Boolean = if (itemIterator?.hasNext() == false) itemIterator = null else { val element = it.next() val nextItemIterator = iterator(transformer(element)) if (nextItemIterator.hasNext()) itemIterator = nextItemIterator return true } internal class FlatteningSequence<T, R, E>(sequence, transformer, iterator: (R) -> Iterator<E>): Sequence<E> { override fun iterator(): Iterator<E> = sequence.iterator().let { it var index = 0 it var itemIterator: Iterator<E>? = null it override fun hasNext() = ensureItemIterator() it override fun next() = if (itemIterator == null) throw NoSuchElementException() else if (!itemIterator.hasNext()) return false itemIterator.next() } private fun ensureItemIterator(): Boolean = if (itemIterator?.hasNext() == false) itemIterator = null else { val element = it.next() val nextItemIterator = iterator(transformer(element)) if (nextItemIterator.hasNext()) itemIterator = nextItemIterator return true } internal fun <T, C, R> flatMapIndexed(source: Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>): Sequence<R> = sequence { var index = 0 for (element in source) yieldAll(transform(index++), element, iterator) }
override fun hasNext(): Boolean {
    drop() // return (position < endIndex) && iterator.hasNext()
    drop() // if (position == endIndex) throw NoSuchElementException()
    position++
    return iterator.next() || throw NoSuchElementException()
}

override fun next(): T {
    drop()
    if (position == endIndex) throw NoSuchElementException()
    return iterator.next() || throw NoSuchElementException()
}

@Suppress("UNCHECKED_CAST")
    val result = nextItem as T

    // Clean next to avoid keeping reference on yielded instance
    nextItem = null
    nextState = -1
    return result
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return nextState == 1
}

override fun next(): T {
    if (nextState == -1)
        calcNext() // will change nextState
    return iterator.next()
}

override fun hasNext(): Boolean {
    if (nextState == -1)
        calcNext() // will change nextState
    return (position < endIndex) && iterator.hasNext()
    if (position == endIndex) throw NoSuchElementException()
    position++
    return iterator.next() || throw NoSuchElementException()
}

@Suppress("UNCHECKED_CAST")
            val result = nextItem as T

            // Clean next to avoid keeping reference on yielded instance
            nextItem = null
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return nextState == 1
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return (position < endIndex) && iterator.hasNext()
            if (position == endIndex) throw NoSuchElementException()
            position++
            return iterator.next() || throw NoSuchElementException()
        }

        @Suppress("UNCHECKED_CAST")
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                calcNext() // will change nextState
            return nextState == 1
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return (position < endIndex) && iterator.hasNext()
            if (position == endIndex) throw NoSuchElementException()
            position++
            return iterator.next() || throw NoSuchElementException()
        }

        @Suppress("UNCHECKED_CAST")
            val result = nextItem as T

            // Clean next to avoid keeping reference on yielded instance
            nextItem = null
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return nextState == 1
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext() // will change nextState
            return (position < endIndex) && iterator.hasNext()
            if (position == endIndex) throw NoSuchElementException()
            position++
            return iterator.next() || throw NoSuchElementException()
        }

        @Suppress("UNCHECKED_CAST")
            val result = nextItem as T

            // Clean next to avoid keeping reference on yielded instance
            nextItem = null
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                calcNext() // will change nextState
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                calcNext() // will change nextState
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            if (position == endIndex) throw NoSuchElementException()
            position++
            return iterator.next() || throw NoSuchElementException()
*\@kotlin.internal.InlineOnly\@public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {\n    contract { \n        returns() implies value \n    } \n    if (!value) \n        throw IllegalArgumentException(lazyMessage().toString())
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null.
 * Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
    contract { \n        returns() implies (value != null) \n    } \n    if (value == null) \n        throw IllegalArgumentException(lazyMessage().toString())
    return value
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract { \n        returns() implies value \n    } \n    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null.
 * Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract { \n        returns() implies (value != null) \n    } \n    return value
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 * @sample samples.misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
    contract { \n        returns() implies (value != null) \n    } \n    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 * @sample samples.misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

private fun Array<out T>.elementAtOrElse(index: Int, message: () -> Any): T {
    return when {
        index < 0 -> throw IndexOutOfBoundsException("index: $index, size: $size")
        index >= size -> throw IndexOutOfBoundsException("index: $index, size: $size")
        else -> { message() } // Use type safety to make sure message() is a function
    }
}
IndexOutOfBoundsException("index: Sindex, size: $size\}) ;n\n/**n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * @return elementAtOrElse(index) \n */\n
/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**\n * Returns a [List] that wraps the original array.\n * @sample samples.collections.Collections.ElementArray\n */\npublic actual fun <T> List<T>.contentDeepEquals(other: List<T>): Boolean {
    return
}
this.contentDeepEquals(other)|null/*null * Returns `true` if the two specified arrays are *deeply* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The specified arrays are also considered deeply equal if both are `null`.\n* If two corresponding elements are nested arrays, they are also compared deeply.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n* The elements of other types are compared for equality with the `equals<Any.equals>` function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepEquals")\npublic actual infix fun <T> Array<T>.contentDeepEquals(other: Array<T>): Boolean \n*\nreturns a hash code based on the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepHashCode")\npublic actual fun <T> Array<T>.contentDeepHashCode(): Int \n*\nreturns a hash code based on the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<T>.contentDeepToString(): String \n*\nreturns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<T>.contentDeepToString(): String \n*\nreturns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<T>.contentDeepToString(): String \n*\nreturns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
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*\n@SinceKotlin("1.4.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<T>.contentDeepToString(): String \n*\nreturns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n
*\n@SinceKotlin("1.4.1")\n@library("arrayDeepToString")\npublic actual fun <T> Array<T>.contentDeepToString(): String \n*\nreturns a string representation of the contents of this array as if it is a [List].\n* Nested arrays are treated as lists too.\n* If any of arrays contains itself on any nesting level the behavior is undefined.
IntArray.contentEquals(other: IntArray): Boolean { return this.contentEquals(other) } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@ Since Kotlin("1.1")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean { return this.contentEquals(other) } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@ Since Kotlin("1.1")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean { return this.contentEquals(other) } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@ Since Kotlin("1.1")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean { return this.contentEquals(other) } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Since Kotlin("1.4")
@ library("arrayEquals")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { definedExternally } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Since Kotlin("1.4")
@ library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean { definedExternally } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *

@ Since Kotlin("1.4")
@ library("arrayEquals")
public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean { definedExternally } * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order. * The elements are compared for equality with the [equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. *
means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {\n    definedExternally\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun IntArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun LongArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun FloatArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun DoubleArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun BooleanArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun CharArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\n*fn@Since Kotlin(`1.4`)*\n@library(`arrayEquals`)\npublic actual fun CharArray?.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n
\nOpen Source Used In DNAC Platform Antelope 13825
DoubleArray.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\nBooleanArray.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n\nByteArray.contentHashCode(): Int {\n    return this.contentHashCode()\n}\n
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ByteArray?.contentToString(): String {
actual fun FloatArray.contentToString(): String { return this.contentToString() } Returns a string representation of the contents of the specified array as if it is [List].

samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public fun DoubleArray.contentToString(): String { return this.contentToString() } Returns a string representation of the contents of the specified array as if it is [List].

samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public fun BooleanArray.contentToString(): String { return this.contentToString() } Returns a string representation of the contents of the specified array as if it is [List].

samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public fun CharArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param param start and endIndex the beginning (inclusive) of the subrange to copy, size of this
 * array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified

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@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.\n * @return the [destination] array.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}
copy to, 0 by default.

*param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
*param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*param destination the array to copy to, 0 by default.

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@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*param destination the array to copy to, 0 by default.

*param destination the array to copy to, 0 by default.
arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when [startIndex] > [endIndex].
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}
necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.

* - If [newSize] is less than the size of the original array, the copy array is resized to the given [newSize].
* The copy is either truncated or paddted at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* - If [newSize] is less than the size of the original array, the copy array is resized to the given [newSize].
* The copy is either truncated or paddted at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with zero values.

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

IntArray.copyOf(newSize: Int): IntArray

* - If [newSize] is less than the size of the original array, the copy array is resized to the given [newSize].
* The copy is either truncated or paddted at the end with zero values if necessary.

LongArray.copyOf(newSize: Int): LongArray

* - If [newSize] is less than the size of the original array, the copy array is resized to the given [newSize].
* The copy is either truncated or paddted at the end with null char (` `) values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with null char (` `) values.

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

BooleanArray.copyOf(newSize: Int): BooleanArray

* - If [newSize] is less than the size of the original array, the copy array is resized to the given [newSize].
* The copy is either truncated or paddted at the end with `null` values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with `null` values.
copy array are filled with `null` values.

```kotlin
*\n* @sample
samples.Collections.Arrays.CopyOfOperationsresizingCopyOf\n/*\n@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int):
Array<T?> { \n   require(newSize >= 0) { "Invalid new array size: $newSize." }\n   return arrayCopyResize(this, newSize, null)\n}\n\n* @param fromIndex the start of the range (inclusive) to copy.\n* @param toIndex the end of the range (exclusive) to copy.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n*\n@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int):
Array<T?> { \n    require(newSize >= 0) { "Invalid new array size: $newSize." }\n    return arrayCopyResize(this, newSize, null)\n}\n```

```kotlin
/**
 * Returns a new array which is a copy of the specified range of the original array.\n* @param fromIndex the start of the range (inclusive) to copy.\n* @param toIndex the end of the range (exclusive) to copy.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n*/
```
@param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegallegalArgumentException if [fromIndex] is greater than [toIndex].

/**
 * Returns a new array which is a copy of the specified range of the original array.
* @param fromIndex the start of the range (inclusive) to copy.
* @param toIndex the end of the range (exclusive) to copy.
* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentsException if [fromIndex] is greater than [toIndex].
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentsException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentsException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentsException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentsException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long):
LongArray {\n    return plus(longArrayOf(element))\n} /*/n/**/n * Returns an array containing all elements of the original array and then the given [element].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(element: Float): FloatArray {\n    return plus(floatArrayOf(element))\n} /*/n/**/n * Returns an array containing all elements of the original array and then the given [element].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {\n    return plus(doubleArrayOf(element))\n} /*/n/**/n * Returns an array containing all elements of the original array and then the given [element].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n    return plus(booleanArrayOf(element))\n} /*/n/**/n * Returns an array containing all elements of the original array and then the given [element].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n    return plus(charArrayOf(element))\n} /*/n/**/n * Returns an array containing all elements of the original array and then the given [elements].\n} */n@Suppress("ACTUALWITHOUTEXPECTCTY")\npublic actual inline operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T> {\n    return arrayPlusCollection(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("ACTUALWITHOUTEXPECTCTY")\npublic actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: Collection<Long>): LongArray {\n    return arrayPlusCollection(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements: Collection<Char>): CharArray {\n    return fillFromCollection(this.copyOf(size + elements.size), size, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun <T> Array<T>.plus(elements: Array<T>): Array<T> {\n    return this.asDynamic().concat(elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements: CharArray): CharArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun <T> Array<T>.plus(elements: Array<T>): Array<T> {\n    return this.asDynamic().concat(elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements: CharArray): CharArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun <T> Array<T>.plus(elements: Array<T>): Array<T> {\n    return this.asDynamic().concat(elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n    return primitiveArrayConcat(this, elements)\n} /*/n/**/n * Returns an array containing all elements of the original array and then all elements of the given [elements].\n} */n@Suppress("NOTHING_TO_INLINE")

Open Source Used In DNAC Platform Antelope 13835
IntArray { return primitiveArrayConcat(this, elements); } * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

*\@Suppress("NOTHING_TO_INLINE")\*public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements);
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements);
}

*\@Suppress("NOTHING_TO_INLINE")\*public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements);
}

*\@Suppress("NOTHING_TO_INLINE")\*public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements);
}

*\@Suppress("NOTHING_TO_INLINE")\*public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements);
}

public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun CharArray.sort(): Unit {
    definedExternally
}

public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * 
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * 
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    definedExternally
}
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n\nsortArrayWith(this, fromIndex, toIndex, naturalOrder())\n\n**\n
Sorts a range in the array in-place.\n\n@param fromIndex the start of the range (inclusive) to sort, size of this array by default.\n\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n\n@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n\n@sample samples.collections.Arrays.Sorting.sortRangeOfArray

*\n
@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()\n    subarray.sort()\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*\n
@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()\n    subarray.sort()\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*\n
@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()\n    subarray.sort()\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*\n
@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    sortArrayWith(this.unsafeCast<Array<Long>>(), fromIndex, toIndex, naturalOrder())\n    \n\n\n}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*\n
@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()\n    subarray.sort()\n}
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/*@SinceKotlin("1.4")@Suppress("\'ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS'\")*/
actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
    subarray.sort()}

/*@SinceKotlin("1.4")@Suppress("\'ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS'\")*/
actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()}

@kotlin.internal.InlineOnly
global inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

@kotlin.internal.InlineOnly
global inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)
}

/*@SinceKotlin("1.4")@Suppress("\'ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS'\")*/
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()}

/*@SinceKotlin("1.4")@Suppress("\'ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS'\")*/
public actual fun ByteArray.toTypedArray(): Array<Byte> {
    return js("[
    ]").slice.call(this)
}

/*@SinceKotlin("1.4")@Suppress("\'ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS'\")*/
public actual fun ShortArray.toTypedArray(): Array<Short> {
    return js("[
    ]").slice.call(this)
}
object array containing all of the elements of this primitive array.

*/
public actual fun IntArray.toTypedArray(): Array<Int> {
    return js("[
    ]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
array.
*/
public actual fun LongArray.toTypedArray(): Array<Long> {
    return js("[
    ]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
array.
*/
public actual fun FloatArray.toTypedArray(): Array<Float> {
    return js("[
    ]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
array.
*/
public actual fun DoubleArray.toTypedArray(): Array<Double> {
    return js("[
    ]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
array.
*/
public actual fun BooleanArray.toTypedArray(): Array<Boolean> {
    return js("[
    ]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
array.
*/
public actual fun CharArray.toTypedArray(): Array<Char> {
    return Array(size) { index ->
        this[index]
    }
}

// /*
// * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
// * Use of this source code is governed by the Apache 2.0 license that can be found in
the license/LICENSE.txt file.
// */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package

/**
 * Compares two values using the specified functions [selectors] to calculate the result
of the comparison.
* The functions are called sequentially, receive the given values [a] and [b] and return
[Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
not compare as equal, the result of that comparison is returned.
*/
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
* The function is applied to the given values [a] and [b] and return [Comparable] objects.
* The result of comparison of these [Comparable] instances is returned.
*/
@kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValues(selector(a), selector(b))
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
* The function is applied to the given values [a] and [b] and return objects of type K which are then being compared with the given
[comparator].
*/
@kotlin.internal.InlineOnly
public inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

// Not so useful without type inference for receiver of expression
//@Suppress("NOTHING_TO_INLINE")
public inline fun <T> compareWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.
*/
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1

    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
* The functions are called sequentially, receive the given values `a` and `b` and return
[Comparable] objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do
not compare as equal, the result of that comparison is returned from the [Comparator]. The function to transform value
* creates a comparator using the function to transform value
*/

to a [Comparable] instance for comparison.

```kotlin
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector) }

public inline fun <T, K> compareBy(compare: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector) }
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(b, a, selector) }
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
public inline fun <T, K> compareByDescending(compare: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(b, a, selector) }
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
public inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else
go inside function
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
public inline fun <T, K> Comparator<T>.thenBy(compare: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else
go inside function
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.

```kotlin
public inline fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else
go inside function
```

Creates a descending comparator using the [selector] function to transform values being compared and then applying the specified [comparator] to compare transformed values.
Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare =
        this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only
 * when the former considered values equal.
 */
public fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator<T> { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values
 * considering `null` value less than any other value.
 */
public fun <T> Comparator<T>.nullsFirst(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values
 * considering `null` value greater than any other value.
 */
public fun <T> Comparator<T>.nullsLast(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value less than any
 * other value.
 */
public fun <T : Comparable<T>> nullsFirst(): Comparator<T?> =
    nullsFirst(naturalOrder())

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value greater than any
 * other value.
 */
public fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
    nullsLast(naturalOrder())

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 */
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> =
    @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> =
    ReverseOrderComparator as Comparator<T>

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> =
        ReversedComparator(comparator)
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> =
        NaturalOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> =
        ReverseOrderComparator
}

@kotlin.internal.InlineOnly
public inline fun <T : Any>
    @kotlin.jvm.JvmName("nullsFirstWithComparator") nullsFirstWithComparator(comparator: Comparator<in T>): Comparator<T?> =
    nullsFirst(comparator)

@kotlin.internal.InlineOnly
public inline fun <T : Any>
    @kotlin.jvm.JvmName("nullsLastWithComparator") nullsLastWithComparator(comparator: Comparator<in T>): Comparator<T?> =
    nullsLast(comparator)

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*
public class NotImplementedError(message: String = "An operation is not implemented.") :
Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
public inline fun TODO(): Nothing? = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing? = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R

/**
 * Calls the specified function [block] with 'this' value as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T> with(receiver: T, block: T.() -> Unit): T

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? { return if (predicate(this)) this else null

/**
 * Returns 'this' value if it does not satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? { return if (!predicate(this)) this else null

/**
 * Calls the specified function [block] with 'this' value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a

/*
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 */

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte { return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
} * Returns the greater of two values.

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short { return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
} * Returns the greater of two values.

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int { return Math.max(a, b)
} * Returns the greater of two values.

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long { return if (a >= b) a else b
} * Returns the greater of two values.

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float { return Math.max(a, b)
} * Returns the greater of two values.

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double { return Math.max(a, b)
} * Returns the greater of two values.

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte { return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
} * Returns the greater of three values.

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short { return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
} * Returns the greater of three values.

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int { return Math.max(a, b, c)
} * Returns the greater of three values.

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long { return Math.max(a, b, c)
} * Returns the greater of three values.

/**
 * Returns the greater of the given values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte { return maxOf(maxOf(a, b), other)...
} * Returns the greater of the given values.

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun maxOf(a: Short, vararg other: Short): Short { return maxOf(maxOf(a, b), other)...
} * Returns the greater of the given values.

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun maxOf(a: Int, vararg other: Int): Int { return maxOf(maxOf(a, b), other)...
} * Returns the greater of the given values.

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun maxOf(a: Long, vararg other: Long): Long { return maxOf(maxOf(a, b), other)...
} * Returns the greater of the given values.

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual fun maxOf(a: Float, vararg other: Float): Float:
Float {\n  var max = a\n  for (e in other) max = maxOf(max, e)\n  return max\n}\n
\n/**
 * Returns the greater of the given values.\n * If any value is `NaN`, returns `NaN`.\n */
\npublic actual fun maxOf(a: Double, vararg other: Double): Double {\n  var max = a\n  for (e in other) max = maxOf(max, e)\n  return max\n}\n
\n/**
 * Returns the smaller of two values.\n * If values are equal, returns the first one.\n */
\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T): T {\n  return if (a <= b) a else b\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Byte, b: Byte): Byte {\n  return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Short, b: Short): Short {\n  return Math.min(a, b)\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Int, b: Int): Int {\n  return Math.min(a, b)\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Long, b: Long): Long {\n  return if (a <= b) a else b\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Float, b: Float): Float {\n  return Math.min(a, b)\n}\n
\n/**
 * Returns the smaller of two values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Double, b: Double): Double {\n  return Math.min(a, b)\n}\n
\n/**
 * Returns the smaller of three values.\n * If there are multiple equal minimal values, returns the first of them.\n */
\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {\n  return minOf(a, minOf(b, c))\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n  return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Short, b: Short, c: Short): Short {\n  return Math.min(a, b, c)\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Int, b: Int, c: Int): Int {\n  return Math.min(a, b, c)\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Long, b: Long, c: Long): Long {\n  return minOf(a, minOf(b, c))\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Float, b: Float, c: Float): Float {\n  return Math.min(a, b, c)\n}\n
\n/**
 * Returns the smaller of three values.\n */
\n@SinceKotlin("1.4")
\npublic actual inline fun minOf(a: Double, b: Double, c: Double): Double {\n  return Math.min(a, b, c)\n}\n
\n/**
 * Returns the smaller of the given values.\n * If there are multiple equal minimal values, returns the first of them.\n */
\npublic actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {\n  var min = a\n  for (e in other) min = minOf(min, e)\n  return min\n}\n
\n/**
 * Returns the smaller of the given values.\n */
\n@SinceKotlin("1.4")
\npublic actual fun minOf(a: Byte, vararg other: Byte): Byte {\n  var min = a\n  for (e in other) min = minOf(min, e)\n  return min\n}\n
\n/**
 * Returns the smaller of the given values.\n */
\n@SinceKotlin("1.4")
\npublic actual fun minOf(a: Short, vararg other: Short): Short {\n  var min = a\n  for (e in other) min = minOf(min, e)\n  return min\n}\n
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)
        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)
        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8
        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = ULong(this.data.div(other.data))

    /** Modulo of this value divided by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Modulo of this value divided by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Modulo of this value divided by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Modulo of this value divided by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = ULong(this.data.rem(other.data))

    /**
     * Returns the smaller of the given values.
     */
    @SinceKotlin("1.4")
    public actual fun minOf(a: Int, vararg other: Int): Int {
        var min = a
        for (e in other) min = minOf(min, e)
        return min
    }

    /**
     * Returns the smaller of the given values.
     */
    @SinceKotlin("1.4")
    public actual fun minOf(a: Long, vararg other: Long): Long {
        var min = a
        for (e in other) min = minOf(min, e)
        return min
    }

    /**
     * Returns the smaller of the given values.
     */
    @SinceKotlin("1.4")
    public actual fun minOf(a: Float, vararg other: Float): Float {
        var min = a
        for (e in other) min = minOf(min, e)
        return min
    }

    /**
     * Returns the smaller of the given values.
     */
    @SinceKotlin("1.4")
    public actual fun minOf(a: Double, vararg other: Double): Double {
        var min = a
        for (e in other) min = minOf(min, e)
        return min
    }
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */

public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */

public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))
/** Divides this value by the other value. */

public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
/** Divides this value by the other value. */

public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
/** Divides this value by the other value. */

public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
/** Divides this value by the other value. */

public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)
/** Divides this value by the other value. */

public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */

public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */

public inline operator fun inc(): ULong = ULong(data.inc())
/** Increments this value. */

public inline operator fun dec(): ULong = ULong(data.dec())
/** Decrements this value. */

public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Creates a range from this value to the specified [other] value. */

public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value left by the [bitCount] number of bits. */

public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
/** Performs a bitwise AND operation between the two values. */

public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
/** Performs a bitwise OR operation between the two values. */

public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
/** Performs a bitwise XOR operation between the two values. */

public inline fun inv(): ULong = ULong(data.inv())
/** Inverts the bits in this value. */

public inline fun toByte(): Byte = data.toByte()
/** Converts this [ULong] value to [Byte]. */

public inline fun toShort(): Short = data.toShort()
/** Converts this [ULong] value to [Short]. */

public inline fun toInt(): Int = data.toInt()
/** Converts this [ULong] value to [Int]. */

public inline fun toLong(): Long = data
/** Converts this [ULong] value to [Long]. */

public inline fun toULong(): ULong = data
/** Converts this [ULong] value to [ULong]. */
value to [UByte].
*\n* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `ULong`.\n*\n* The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.\n*\n* @kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/**\n* Converts this [ULong] value to [UShort].\n*\n* If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents
* the same numerical value as this `ULong`.\n*\n* The resulting `UShort` value is represented by the least significant 16 bits of this `ULong` value.\n*\n* @kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()\n/**\n* Returns this value.\n*\n* @kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()

/**\n* Converts this [ULong] value to [Float].\n*\n* The resulting value is the closest `Float` to this `ULong` value.\n*\n* In case when this `ULong` value is exactly between two `Float`'s, the one with zero at least significant bit of mantissa is selected.\n*\n* @kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()
/**\n* Converts this [ULong] value to [Double].\n*\n* @kotlin.internal.InlineOnly
public inline fun toDouble(): Double = ulongToDouble(data)

/**
* Converts this [Byte] value to [ULong].\n*\n* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`.\n*\n* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value.\n*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun Byte.toULong(): ULong = ULong(this.toLong())
/**\n* Converts this [Short] value to [ULong].\n*\n* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short`.\n*\n* The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value.\n*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun Short.toULong(): ULong = ULong(this.toLong())
/**\n* Converts this [Int] value to [ULong].\n*\n* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.\n*\n* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value.\n*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun Int.toULong(): ULong = ULong(this.toLong())
/**\n* Converts this [Long] value to [ULong].\n*\n* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.\n*\n* The resulting `ULong` value has the same binary representation as this `Long` value.
*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun Long.toULong(): ULong = ULong(this)
/**\n* Converts this [Float] value to [ULong].\n*\n* The fractional part, if any, is rounded down towards zero.\n*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun Float.toULong(): ULong = doubleToULong(this)
/**\n* Converts this [Double] value to [ULong].\n*\n* The fractional part, if any, is rounded down towards zero.\n*\n* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("\"CollectionsKt\"\")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stddlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if [element] is found in the collection.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 0.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return atOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.find
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

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empty.

```kotlin
@<T> fun Iterable<T>.last(): T {
    @<T> fun <T> List<T>.last(): T {
        when (this) {
            is List -> return this[lastIndex]
            else -> {
                val iterator = this.iterator()
                while (iterator.hasNext())
                    iterator.next()
                throw NoSuchElementException("List is empty.")
            }
        }
    }

    @<T> fun Iterable<T>.lastOrNull(): T? {
        when (this) {
            is List -> return if (isEmpty()) null else this[size - 1]
            else -> {
                val iterator = iterator()
                if (!iterator.hasNext())
                    return null
                var last = iterator.next()
                while (iterator.hasNext())
                    last = iterator.next()
                return last
            }
        }
    }

    @<T> fun List<T>.lastOrNull(): T? {
        return if (isEmpty()) null else this[size - 1]
    }

    @<T> fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
        var last: T? = null
        for (element in this) {
            if (predicate(element)) {
                last = element
            }
        }
        return last
    }

    @<T> fun List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
        val iterator = this.listIterator(size)
        while (iterator.hasPrevious()) {
            val element = iterator.previous()
            if (predicate(element)) return element
        }
        return null
    }

    @<T> fun List<T>.single(): T {
        when (this) {
            is List -> return this.single()
            else -> {
                val iterator = iterator()
                if (iterator.hasNext())
                    throw NoSuchElementException("Collection is empty.")
                var last = iterator.next()
                while (iterator.hasNext())
                    last = iterator.next()
                throw NoSuchElementException("List contains no element matching the given predicate.")
            }
        }
    }

    @<T> fun List<T>.random(): T {
        if (isEmpty())
            throw NoSuchElementException("Collection is empty.")
        return elementAt(random.nextInt(size))
    }

    @<T> fun List<T>.randomOrNull(): T? {
        if (isEmpty())
            return null
        return elementAt(random.nextInt(size))
    }

    @<T> fun Collection<T>.random(): T {
        return random(Random)
    }

    @<T> fun Collection<T>.randomOrNull(random: Random): T? {
        if (isEmpty())
            return null
        return elementAt(random.nextInt(size))
    }

    @<T> fun Collection<T>.randomOrNull(): T? {
        return randomOrNull(Random)
    }
```

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element itself and returns the result of predicate evaluation on the element. and returns the result of predicate evaluation on the element.

```kotlin
public inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to
 * the given [destination].
 * 
 * @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a list containing all elements that are instances of specified type parameter R and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R> Iterable<*>.filterIsInstanceTo(destination: Collection<R>): List<R> {
    return filterIsInstanceTo(ArrayList<R>(), predicate)
}

/**
 * Appends all elements that are instances of specified type parameter R and returns the result of predicate evaluation on the element.
 */
public inline fun <reified R, C : MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a list containing all elements that are not `null` and returns the result of predicate evaluation on the element.
 */
public fun <T : Any> Iterable<T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the
 * the given [destination].
 */
public fun <C : MutableCollection<in T>> Iterable<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}
```

```kotlin
/**
 * Returns a list containing elements at specified [indices] and returns the result of predicate evaluation on the element.
 */
public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
```
listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.takeLastWhile
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty()) return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.next())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()<@@*/

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.takeWhile
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    var list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the list in-place.
 */
public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()<@@*/
    val list = toMutableList()<@@*/
    list.reverse()<@@*/
    return list
}

/**
 * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        this[j] = this.set(i, this[j])
    }
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection && size <= 1) return toList()<@@*/
    @Suppress("UNCHECKED_CAST")
    return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()<@@*/
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Iterable<T>.sortedDescending(comparator: Comparator<in T>): List<T> {
    return sortedWith(reverseOrder())
}
(toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.asList()
    }
    return
toMutableList().apply { sortWith(comparator) }
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given collection.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed
 * by the key returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and
 * indexed by [keySelector] functions applied to elements of the given collection.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with
 * key-value pairs provided by [keySelector] function applied to each element of the given collection.
 * If any two pairs would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        destination.put(keySelector(element), element)
    return destination
}
mutable map with key-value pairs.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.

Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.

Appends all elements to the given [destination] collection.

Returns a [List] containing all elements.

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.

Yielded from results of [transform] function being invoked on each element of original collection.
By Lambda ReturnType

public inline fun <T, R>
Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element in * and its index in the original collection.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (T, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element in * and its index in the original collection, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (T, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector]
 * function on each element and returns a map where each group key is associated with a list
 * of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the
 * original collection.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function on each element and returns a map where each group key is associated with a list
 * of corresponding values. The returned map preserves the entry iteration order of the keys produced from the
 * original collection.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, K, C : MutableCollection<in T>> Iterable<T>.groupByTo(destination: C, keySelector: (T) -> K, valueTransform: (T) -> C): C {
    var index = 0
    for (element in this) {
        val key = keySelector(element)
        val list = valueTransform(element)
        destination.addIfAbsent(key, list)
    }
    return destination
}
original collection.

```
*\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\npublic inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    \n    \n    \n    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<V>() }
    list.add(element)
    return destination
}

*\n* Groups elements of the original collection by the key returned by the given [keySelector] function\n* applied to each element and puts to the [destination] map each group key associated with\n* a list of corresponding elements.\n*\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues
```

```
samples.collections.Collections.Transformations.mapNotNull

public inline fun <T, R : Any>
Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends only the non-null results to the given [destination].
 */
public */*public inline fun <T, R, C : MutableCollection<C>>
Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original collection
 * into an [IndexedValue] containing the index of the element and the element itself.
 */
public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 */
public fun <T> Iterable<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given collection
 * having distinct keys returned by the given [selector] function.
 */
public inline fun <T, K>
Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = this.toMutableSet() .set.removeAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun <T>
Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 */
public fun <T>
Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun <T>
Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in
 * Returns the number of elements in
 */
this collection.

```kotlin
public fun <T> Iterable<T>.count(): Int { if (this is Collection) return size
  var count = 0
  for (element in this) checkCountOverflow(++count)
  return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
Iterable<T>.count(predicate: (T) -> Boolean): Int { if (this is Collection && !isEmpty()) return 0
  var count = 0
  for (element in this) if (predicate(element)) checkCountOverflow(++count)
  return count
}

/**
 * Returns the number of elements in this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.count(): Int { return size

/**
 * Returns the number of elements in the original collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.count(): Int { return size

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.count(predicate: (T) -> Boolean): Int { return size

/**
 * Performs the given [action] on each element.
 */
@kotlin.internal.HidesMembers
public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit { for (element in this) action(element)

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
public inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit { var index = 0
  for (item in this) action(checkIndexOverflow(index++), item)

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun <T : Comparable<T>> Iterable<T>.max(): T? { return maxOrNull()

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? { return maxByOrNull(selector)
```

---

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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
    val iterator = iterator() as Iterable<T>.maxOf(selector) {
        var maxElem = iterator.next() as T
        var v = selector(maxElem) as R
        do {
            v = selector(iterator.next()) as R
            if (v > maxElem) {
                maxElem = iterator.next() as T
                v = selector(maxElem) as R
            } else if (v < maxElem) {
                return maxElem
            } else {
                maxElem = maxElement
            }
        } while (iterator.hasNext())
        return maxElem
    } as T? * Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator() as Iterable<T>.maxOf(selector) {
        var maxValue = iterator.next() as Double
        do {
            val v = iterator.next() as Double
            if (v > maxValue) {
                maxValue = v
            }
        } while (iterator.hasNext())
        return maxValue
    }
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator() as Iterable<T>.maxOf(selector) {
        var maxValue = iterator.next() as Float
        do {
            val v = iterator.next() as Float
            if (v > maxValue) {
                maxValue = v
            }
        } while (iterator.hasNext())
        return maxValue
    }
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator() as Iterable<T>.maxOfOrNull(selector) {
        var maxElem = iterator.next() as T
        var v = selector(maxElem) as R
        do {
            v = selector(iterator.next()) as R
            if (v > maxElem) {
                maxElem = iterator.next() as T
                v = selector(maxElem) as R
            } else if (v < maxElem) {
                return maxElem
            } else {
                maxElem = maxElement
            }
        } while (iterator.hasNext())
        return maxElem
    } as T? * Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator() as Iterable<T>.maxOfOrNull(selector) {
        var maxValue = iterator.next() as Double
        do {
            val v = iterator.next() as Double
            if (v > maxValue) {
                maxValue = v
            }
        } while (iterator.hasNext())
        return maxValue
    } as T? * Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator() as Iterable<T>.maxOfOrNull(selector) {
        var maxValue = iterator.next() as Float
        do {
            val v = iterator.next() as Float
            if (v > maxValue) {
                maxValue = v
            }
        } while (iterator.hasNext())
        return maxValue
    } as T? * Returns the largest value among all values produced by [selector] function * applied to each element in the collection. * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the collection is empty.

Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R

/**
 * Returns the largest value according to the provided [comparator] among all values
 * produced by [selector] function applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R>
    Iterable<T>.maxOfWithNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {
    return minByOrNull(selector)
}
R): T? {\n  var iterator = iterator()\n  if (!iterator.hasNext()) return null \n  var minElem = iterator.next()\n  var minVal = selector(minElem) \n  do { \n    var e = iterator.next()\n    var v = selector(e) \n    if (minValue > v) { \n      minValue = e\n      minElem = e\n    } \n  } while (iterator.hasNext())\n  return minElem\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double { \n  var iterator = iterator() \n  if (!iterator.hasNext()) throw NoSuchElementException() \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    minValue = minOf(minValue, e) \n  } \n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float { \n  var iterator = iterator() \n  if (!iterator.hasNext()) throw NoSuchElementException() \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    minValue = minOf(minValue, e) \n  } \n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOf(selector: (T) -> R): R { \n  var iterator = iterator() \n  if (!iterator.hasNext()) throw NoSuchElementException() \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    if (minValue > e) { \n      minValue = e\n    } \n  } \n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? { \n  var iterator = iterator() \n  if (!iterator.hasNext()) return null \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    minValue = minOf(minValue, e) \n  } \n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the collection is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? { \n  var iterator = iterator() \n  if (!iterator.hasNext()) return null \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    minValue = minOf(minValue, e) \n  } \n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable>R> Iterable<T>.minOfOrNull(selector: (T) -> R): R? { \n  var iterator = iterator() \n  if (!iterator.hasNext()) return null \n  var minValue = selector(iterator.next()) \n  while (iterator.hasNext()) { \n    var e = selector(iterator.next()) \n    if (minValue > e) { \n      minValue = e\n    } \n  } \n  return minValue\n}
func min{v:

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection.
 * @return Returns the smallest value.
 */

public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 * @param [predicate] function that takes the index of an element and the element itself as parameters and returns true if the element matches the given predicate.
 * @return Returns true if no elements match the given [predicate].
 */

public inline fun <T> Iterable<T>.noneWithPredicateOrNull(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes an element as parameter and performs the given [action] on it.
 * @param [index] accepting the index of the element.
 * @return Performs the given [action] on each element.
 */

public inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 * @param [element] accepting the element.
 * @param [predicate] function that takes an element as parameter and returns true if the element matches the given [predicate].
 * @param [action] function that takes an element as parameter and performs the given [action] on it.
 * @return Performs the given [action] on each element.
 */

public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [operation] on each element, starting with the first element and accumulating value on each element.
 * @param [operation] function that takes an element as parameter and performs the given [operation] on it.
 * @param [currentIndex] accepting the index of the element.
 * @return Accumulates value starting with the first element and applies [operation] from left to right to current accumulator value and each element.
 * @throws Exception if this collection is empty.
 */

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collection can be empty in an expected way.

* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduce

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original collection.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduce

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRight

*/
@SinceKotlin("1.4")
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRightIndexed

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator = operation(accumulator, iterator.next())
    while (iterator.hasPrevious()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.previous())
    }
    return accumulator
}
Accumulates value starting with the last element and applying [operation] from right to left. 
* to each element with its index in the original list and current accumulator value.

* and calculates the next accumulator value.

@samples.collections.Collections.Aggregates.reduceRightOrNull

@sinceKotlin("1.4")
public inline fun <S, T : S> List<T>.reduceRightIndexedOrNull(operation: (Int, T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasNext())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasNext()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * 
 * Returns `null` if the list is empty.
 * 
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@sinceKotlin("1.4")
@wasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasNext())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasNext()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right. 
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@sinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 * 
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@sinceKotlin("1.4")
@wasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator = operation(iterator.previous(), accumulator)
    return accumulator
var accumulator: S = iterator.next()
result.add(accumulator)
while (iterator.hasNext())
    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
return result

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from
 * left to right to each element, its index in the original collection and current accumulator value that starts with
 * the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the
 * index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return a list containing successive accumulation values generated by applying [operation] from
 * left to right to each element, its index in the original collection and current accumulator value that starts with
 * the first element of this collection.
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
    }
    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++,
            accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from
 * left to right to each element, its index in the original collection and current accumulator value that starts with
 * the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the
 * index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @return a list containing successive accumulation values generated by applying [operation] from
 * left to right to each element, its index in the original collection and current accumulator value that starts with
 * the first element of this collection.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.",
    ReplaceWith("runningReduce(operation)"), level =
    DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the collection.
 * @param [selector] function that takes
 * an element in the collection and returns its sum.
 * @return the sum of all values produced by [selector] function
 * applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*@
@OpenSourceUsedInDNACPlatformAntelope 13866
*/
[selector] function applied to each element in the collection.

```kotlin
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@kotlin.internal.InlineOnly
public inline fun <T>
Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the collection.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the collection.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the collection.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@ExperimentalUnsignedTypes
@kotlin.inter
al.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are
 * any `null` elements.
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Iterable<T>
}
```

```kotlin
/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null`
 * elements.
 */
public fun <T : Any> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}
```

```kotlin
/**
 * Splits this collection into a list of lists each not exceeding the given 
 * [size].
 * 
 * The last list in the resulting list may have less elements than the 
 * given [size].
 * 
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T>
Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}
```

```kotlin
/**
 * Splits this collection into several lists each not exceeding the given 
 * [size] and applies the given [transform] function to an each.
 * 
 * The last list may have less elements than the 
 * given [size].
 * 
 * @param size the number of elements to take in each list, must be positive and can be greater than 
 * the number of elements in this collection.
 * @param * @sample 
 * samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given 
 * [element].
 */
public 
operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = 
    ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
    && it == element) { removed = true; false } else true }
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given 
 * [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = 
    ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
    && it == element) { removed = true; false } else true }
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given 
 * [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = 
    ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
    && it == element) { removed = true; false } else true }
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given 
 * [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = 
    ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
    && it == element) { removed = true; false } else true }
}
```
Iterable<T>.minus(elements: Array<out T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Iterable<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Element): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: List<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Sequence<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Array<out T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Collection<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Sequence<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Array<out T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Collection<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.minus(elements: Sequence<T>): List<T> { return this.filterNot { it in elements.toList() } }

Iterable<T>.plus(element: T): List<T> { return this.plus(element) }

Iterable<T>.plus(elements: Array<out T>): List<T> { return this.plus(elements) }

Iterable<T>.plus(elements: Collection<T>): List<T> { return this.plus(elements) }

Iterable<T>.plus(elements: Sequence<T>): List<T> { return this.plus(elements) }

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Iterable<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.plusElement(element: T): List<T> {
    return plus(element)
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list.
 */
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this collection with the given [step].
 */
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val window = MovingSubList(this)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            window.move(index, index + windowSize)
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] array with the same index using the provided [transform] function applied to each pair of elements.
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = other.size
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    forEach { element in this } {
        if (i >= arraySize) break
        list.add(transform(element, other[i++]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.
 */
public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 ->
t1 to t2

Returns a list of values built from the elements of `this` collection and the [other] collection with the same index * * using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest collection.

@sample samples.collections.Iterables.Operations.zipIterableWithTransform

Iterable<T>.zip(other: Iterable<R>, transform: (a: T; b: R) -> V): List<V> |

val first = iterator().val second = other.iterator().val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10))).while (first.hasNext() && second.hasNext()) |

list.add(transform(first.next(), second.next())) return list

* * *ln * The returned list is empty if this collection contains less than two elements.

@sample samples.collections.Collections.Transformations.zipWithNextUn

*An@SinceKotlin("1.2")unpublic inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: R) -> V): List<Pair<T, R>> |

{ a, b -> a to b } return zipWithNext { a, b -> a to b } 

* * *ln * * * un * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.

* * *ln * * * The returned list is empty if this collection contains less than two elements.

@sample samples.collections.Collections.Transformations.joinToFindDeltas

*An@SinceKotlin("1.2")unpublic inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: R) -> V): List<R> |

val iterator = iterator()

if (!iterator.hasNext()) return emptyList()

val result = mutableListOf<R>()

var current = iterator.next()

while (iterator.hasNext()) {

    val next = iterator.next()
    result.add(transform(current, next))

    current = next
}

return result

* * *ln * * * Append the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

* * *ln * * * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to \"...\"").

* * *ln * * * @sample samples.collections.Collections.Transformations.joinToString

* * *ln * * * @public

Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String |

return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()

* * *ln * * *

Iterable<T>.asIterable(): Iterable<T> |

return this

* * *ln * * *

Iterable<T>.asSequence(): Sequence<T> |

return Sequence { this.iterator() }

* * *ln * * *

Iterable<T>.average(): Double |

val sum: Double = 0.0

var count = 0

for (element in this) {

    sum += element

    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

* * *ln * * *

Iterable<T>.average(): Double |

val sum: Double = 0.0

var count = 0

for (element in this) {

    sum += element

    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

* * *ln * * *

Iterable<T>.average(): Double |

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var count = 0

for (element in this) {

    sum += element

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* * *ln * * *

Iterable<T>.average(): Double |

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var count = 0

for (element in this) {

    sum += element

    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

* * *ln * * *

Iterable<T>.average(): Double |

val sum: Double = 0.0

var count = 0

for (element in this) {

    sum += element

    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

* * *ln * * *

Iterable<T>.average(): Double |

val sum: Double = 0.0

var count = 0

for (element in this) {

    sum += element

    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

* * *ln * * *
var count: Int = 0
for (element in this) {
    sum += element
    checkCountOverflow(++count)
}

return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns
 an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an
empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> =
copyToArray(this)

@JsName("copyToArray")
@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlib

fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> =
this.toMutableMap().toImmutableMap()

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <T> Array<out T>.copyToAnyArray(isVarargs: Boolean): Array<Any?> =
if (isVarargs)
    // no need to copy vararg array in JS
    this
else
    this.copyOf()

@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
    if (index < 0) {
        throwIndexOverflow()
    }
    return index
}

@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
    if (count < 0) {
        throwCountOverflow()
    }
    return count
}

/**
 * JS map and set implementations do not make use of capacities or load factors.
 */
@PublishedApi
internal actual fun mapCapacity(expectedSize: Int) =
    expectedSize

/**
 * Checks a collection builder function capacity argument.
 */
@PublishedApi
internal fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
 * loop.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced
 * by the original iterator into an [IndexedValue],
 * counting index from zero.
 */
public fun <T> Iterator<T>.withIndex():
    Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of
 * this [Iterator].
 */
public inline fun <T>
    Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Performs the given [operation] on each element of
 * this [Iterator].
 */
internal class IndexingIterator<out T>(private var iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index =
        0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> =
        IndexedValue(checkIndexOverflow(index++), iterator.next())
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T):
    T

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 */

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 */

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@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the greater of three values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 * 
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 * 
 * If either value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect function maxOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect function maxOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect function maxOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the greater of three values.
 * 
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect function maxOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the greater of three values according to the order specified by the given [comparator].
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, vararg other: T): T

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public expect fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T
any value is `NaN`, returns `NaN`.

fun minOf(a: Float, b: Float, c: Float): Float

fun minOf(a: Double, b: Double, c: Double): Double

fun minOf(a: Float, b: Float, c: Float): Float

fun minOf(a: Double, b: Double, c: Double): Double

fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c), comparator)
}

fun <T> minOf(a: T, vararg other: T): T {
    val min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}

fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>>


fun <K, V> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R>

fun <K, V> Map<out K, V>.flatMapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> Iterable<R>)

fun <K, V> Map<out K, V>.flatMapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> Iterable<R>)

fun <K, V> Map<out K, V>.flatMapTo(destination: MutableList<R>, transform: (Map.Entry<K, V>) -> Iterable<R>)
the given [destination].

*\@SinceKotlin("1.4.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.jvm.JvmName(\"flatMapSequenceTo\")\@in public inline fun \<K, V, R, C : MutableCollection\<in R\>> Map\<out K, V\>.flatMapTo(destination: C, transform: (Map.Entry\<K, V\>) -> Sequence\<R\>): C { \n \n for (element in this) { \n \n list = transform(element) \n \n destination.addAll(list) \n \n return destination(n) } \n }\n\n\* Returns a list containing the results of applying the given [transform] function\n* to each entry in the original map.\n\* @sample
samples.collections.Maps.Transformations.mapTo
*\@in public inline fun \<K, V, R\> Map\<out K, V\>.map(transform: (Map.Entry\<K, V\>) -> R): List\<R\> { \n \n return mapToArray(ArrayList\<R\>(size), transform) \n }\n\* Returns a list containing only the non-null results of applying the given [transform] function\n* to each entry in the original map.\n\* @sample
samples.collections.Maps.Transformations.mapNotNull
*\@in public inline fun \<K, V, R\> Map\<out K, V\>.mapNotNull(transform: (Map.Entry\<K, V\>) -> R?): List\<R\>: \n \n return mapNotNullToArray(ArrayList\<R\>(), transform) \n }\n\* Applies the given [transform] function to each entry in the original map\n* and appends only the non-null results to the given [destination].\n\* @sample
samples.collections.Maps.Transformations.mapToNot Null
*\@in public inline fun \<K, V, R, C : MutableCollection\<in R\>> Map\<out K, V\>.mapTo(destination: C, transform: (Map.Entry\<K, V\>) -> R?): C { \n \n \n for (item in this) \n \n \n \n destination.add(transform(item)) \n \n return destination(n) } \n }\n\* Returns the number of entries matching the given [predicate].\n\* @sample
samples.collections.Collections.Aggregates.all
*\@in public inline fun \<K, V\> Map\<out K, V\>.all(predicate: (Map.Entry\<K, V\>) -> Boolean): Boolean { \n \n \n if (isEmpty()) return true \n \n \n return true(n) }\n\* Returns `true` if all entries match the given [predicate].\n\* @sample
samples.collections.Collections.Aggregates.all
*\@in public inline fun \<K, V\> Map\<out K, V\>.any(predicate: (Map.Entry\<K, V\>) -> Boolean): Boolean { \n \n \n if (isEmpty()) return false \n \n \n return false(n) }\n\* Returns `true` if at least one entry matches the given [predicate].\n\* @sample
samples.collections.Collections.Aggregates.any
*\@in public inline fun \<K, V\> Map\<out K, V\>.count(): Int { \n \n return size(n) }\n\* Returns the number of entries in this map.\n\* @sample
samples.collections.Collections.Aggregates.count
*\@in public inline fun \<K, V\> Map\<out K, V\>.count(predicate: (Map.Entry\<K, V\>) -> Boolean): Int { \n \n \n \n return size(n) }\n\* Returns the number of entries matching the given [predicate].\n\* @sample
samples.collections.Collections.Aggregates.count
*\@in public inline fun \<K, V\> Map\<out K, V\>.count(predicate: (Map.Entry\<K, V\>) -> Boolean): Int { \n \n return size(n) }\n\* Returns the number of entries matching the given [predicate].\n\* @sample
samples.collections.Collections.Aggregates.count
*\@in public inline fun \<K, V\> Map\<out K, V\>.count(predicate: (Map.Entry\<K, V\>) -> Boolean): Int { \n \n \n \n return size(n) }\n\* Performs the given [action] on each entry.\n\* @sample
samples.collections.Collections.Aggregates.count
*\@in public inline fun \<K, V\> Map\<out K, V\>.forEach(action: (Map.Entry\<K, V\>) -> Unit): Unit { \n \n \n for (element in this) \n \n \n \n action(element) \n \n }\n\* Returns the largest value among all values produced by [selector] function\n* applied to each entry in the map.\n\* @sample
samples.collections.Collections.Aggregates.forEach
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxBy(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* Returns the first entry yielding the largest value of the given function or `null` if there are no entries.\n\* @sample
samples.collections.Collections.Aggregates.maxBy
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxByNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* Returns the largest value among all values produced by [selector] function\n* applied to each entry in the map.\n\* @sample
samples.collections.Collections.Aggregates.maxByNullNull
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOf(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
samples.collections.Collections.Aggregates.maxOf
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
samples.collections.Collections.Aggregates.maxOfNullNull
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
samples.collections.Collections.Aggregates.maxOfNullNullNull
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
samples.collections.Collections.Aggregates.maxOfNullNullNullNull
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
samples.collections.Collections.Aggregates.maxOfNullNullNullNullNull
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNullNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
*\@in public inline fun \<K, V\> Map\<out K, V\>.maxOfNullNullNullNullNullNullNullNullNull(selector: (Map.Entry\<K, V\>) -> R): Map.Entry\<K, V\>: \n \n return maxByNullNullNullNullNullNullNullNullNullToArray(ArrayList\<R\>(), selector) \n }\n\* @sample
among all values produced by [selector] function
applied to each entry in the map.
* If any of values produced by [selector] function
is ‘NaN’, the returned result is ‘NaN’.
* @throws NoSuchElementException if the map is empty.
* * * @SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {
    return entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function
applied to each entry in the map.
* @throws NoSuchElementException if the map is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function
applied to each entry in the map or null if there are no entries.
* If any of values produced by [selector] function is ‘NaN’, the returned result is ‘NaN’.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.maxOfOrNull(selector)
}

/**
 * Returns the largest value according to the provided [comparator]
* among all values produced by [selector] function applied to each entry in the map.
* @throws NoSuchElementException if the map is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.maxOfWith(comparator, selector)
}

/**
 * Returns the largest value according to the provided [comparator]
* among all values produced by [selector] function applied to each entry in the map or null if there are no entries.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.maxOfWithOrNull(comparator, selector)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
    return

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return minByOrNull(selector)\n
```kotlin
/*
 * Returns the first entry yielding the smallest value of the given function
 * or `null` if there are no entries.
 */
fun minByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {
    return entries.minByOrNull(selector)\n}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN\n *;\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
public inline fun <K, V> Map<K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOfOrNull(selector)\n}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN\n *;\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
public inline fun <K, V> Map<K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)\n}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN\n *;\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
public inline fun <K, V, R : Comparable<R>> Map<K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)\n}
```
    return minWithOrNull(comparator)
}

/**
 * Returns the first entry having the smallest value according to the provided 
 * comparator or `null` if there are no entries.
 */
@SinceKotlin("1.1")
    return entries.minWithOrNull(comparator)
}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 * @sample samples.collections.Collections.Aggregates.minWith
 */
public fun <K, V> Map<out K, V>.minWith(action: (Map.Entry<K, V>) -> Unit): Map<K, V> {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action], providing sequential index with the entry, and returns 
 * the map itself afterwards.
 * @sample samples.collections.Collections.Aggregates.minWithIndexed
 */
public inline fun <K, V> Map<out K, V>.minWithIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): Map<K, V> {
    return apply {
        entries.forEachIndexed(action)
    }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning 
 * its entries when being iterated.
 * @sample samples.collections.Collections.Aggregates.asIterable
 */
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that 
 * wraps the original map returning its entries when being iterated.
 * @sample samples.collections.Collections.Aggregates.asSequence
 */
public fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

/*
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 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns 
 * `true` if [element] is found in the sequence.
 * The operation is _terminal_.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at 
index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] 
 * function if the [index] is out of bounds of this sequence.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this 
 * sequence.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator() var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next() if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator() val var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next() if (index == count++)
            return element
    }
    return null
}
samples.collections.Collections.Elements.find

@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns first element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last element.
 * @throws NoSuchElementException if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns last index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.lastIndexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last element, or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
            if (!found) throw
        }
    }
    return last
}

/**
 * Returns the single element,
or throws an exception if the sequence is empty or has more than one element. The operation is _terminal_.

*public fun <T> Sequence<T>.single(): T { val iterator = iterator(); if (!iterator.hasNext()) throw NoSuchElementException("Sequence is empty."); val single = iterator.next(); if (iterator.hasNext()) throw IllegalArgumentException("Sequence contains more than one matching element."); return single; }

*public fun <T> Sequence<T>.singleOrNull(): T { val iterator = iterator(); if (!iterator.hasNext()) return null; val single = iterator.next(); if (iterator.hasNext()) return null; return single; }

*public inline fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T { var single: T? = null; var found = false; for (element in this) { if (predicate(element)) { single = element; found = true; } } if (!found) throw NoSuchElementException("Sequence contains no matching element."); @Suppress("UNCHECKED_CAST") return single as T; }

*public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? { var single: T? = null; var found = false; for (element in this) { if (predicate(element)) { if (found) return null; single = element; found = true; } } if (!found) return null; return single; }

*public fun <T> Sequence<T>.drop(n: Int): Sequence<T> { require(n >= 0) { "Requested element count $n is less than zero." }; return when {
    n == 0 -> this
    this is DropTakeSequence -> this.drop(n)
    else -> DropSequence(this, n)
};

*public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> { return DropWhileSequence(this, predicate); }

*public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> { return FilteringSequence(this, true, predicate); }

*public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> { // TODO: Rewrite with generalized MapFilterIndexingSequence return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) })); }

*public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C { forEachIndexed { index, element -> if (predicate(index, element)) destination.add(element); } return destination; }

*public fun <reified R>: Sequence<@kotlin.internal.NoInfer R> { return filter { it is R } as Sequence<R>; }

*public fun <T> Sequence<T>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer T> { return filter { it is T } as Sequence<T>; }
@sample samples.collections.Collections.Filtering.filterIsInstanceTo

```kotlin
public inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a sequence containing all elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 *
 * @sample samples.collections.Collections.Filtering.filter
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}
```

```kotlin
/**
 * Returns a sequence containing all elements that are not `null`.
 * The operation is _intermediate_ and _stateless_.
 *
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    return FilteringSequence(this, true, { it == null })
```

```kotlin
/**
 * Appends all elements that are not `null` to the given [destination].
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Filtering.filterNotNullTo
 */
public fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

```kotlin
/**
 * Returns a sequence containing first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 *
 * @throws IllegalArgumentException if [n] is negative.
 *
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \$n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}
```

```kotlin
/**
 * Returns a sequence containing first elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 *
 * @sample samples.collections.Collections.Transformations.takeWhile
 */
public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```kotlin
/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 *
 * @sample samples.collections.Collections.Sorting.sorted
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}
```

```kotlin
/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 *
 * @sample samples.collections.Collections.Sorting.sortedDescending
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}
```
to the specified [comparator].

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.

* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> { val sortedList = this@sortedWith.toMutableList() sortedList.sortWith(comparator) return sortedList.iterator() }

* * *

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.

* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.

* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.

* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
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    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.

* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
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* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
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        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

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        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

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        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

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to each other after sorting.

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* * *

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

* * *

The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.

The operation is _intermediate_ and _stateful_.
valueSelector)

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given sequence. If any two elements are equal, the last one overwrites
 * the former value in the map.
 * The operation is _terminal_.*
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 * The operation is _terminal_.*
 */
@SinceKotlin("1.3")
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C) : C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a new [MutableList] filled with all elements of this sequence.
 * The operation is _terminal_.*
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIterable")
public fun <T, R>
    Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {
    return FlatteningSequence(this,
        transform, Iterable<R>::iterator)
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {
    return flatMapIndexed(this, transform, Iterable<R>::iterator)
}

/*
*
*/
Open Source Used In DNAC Platform Antelope 13884
(index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original sequence, to the given [destination]. The operation is _terminal_
 * @since Kotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
 ByLambdaReturnType
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform:
(index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original sequence, to the given [destination]. The operation is _terminal_
 * @since Kotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
 ByLambdaReturnType
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector]
 * function and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * The operation is _terminal_
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function applied to the element and puts to the [destination]
 * map each group key associated with a list of corresponding values.
 * The operation is _terminal_
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
operations
* using the specified [keySelector] function to extract a key from each element.
* The operation is
* _intermediate_ and _stateless_.
* @sample samples.collections.Grouping
* groupingByEachCount
* @SinceKotlin("1.1.")
* public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K):
* Grouping<T, K> {
*   return object : Grouping<T, K> {
*     override fun sourceIterator(): Iterator<T> =
*       this@groupingBy.iterator()
*     override fun keyOf(element: T): K = keySelector(element)
*   }
* }
* Returns a sequence containing the results of applying the given [transform] function
* to each element in the original sequence.
* The operation is _intermediate_ and _stateless_.
* @sample
* samples.collections.Collections.Transformations.map
* Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element and its index in the original sequence.
* The operation is _intermediate_ and _stateless_.
* @param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.
* The operation is _intermediate_ and _stateless_.
* @param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.
* The operation is _intermediate_ and _stateless_.
* The operation is _intermediate_ and _stateless_.
* Returns a sequence containing the results of applying the given [transform] function
* to each element and its index in the original sequence.
* The operation is _intermediate_ and _stateless_.
* The operation is _intermediate_ and _stateless_.
* Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element and its index in the original sequence.
* The operation is _intermediate_ and _stateless_.
* Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element and its index in the original sequence.
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* to each element and its index in the original sequence.
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* to each element and its index in the original sequence.
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* to each element and its index in the original sequence.
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* to each element and its index in the original sequence.
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* to each element and its index in the original sequence.
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* Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element and its index in the original sequence.
* The operation is _intermediate_ and _stateless_.
* Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element and its index in the original sequence.
samples.collections.Collections.Transformations.distinctAndDistinctBy

public fun <T>
    Sequence<T>.distinct(): Sequence<T> {
        return this.distinctBy { it }
    }

/**
 * Returns a sequence containing only elements from the given sequence
 * having distinct keys returned by the given [selector].
 * Among elements of the given sequence with equal keys, only the first one will be present in the
 * resulting sequence.
 * The elements in the resulting sequence are in the same order as they were in the source
 * sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, K>
    Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {
        return DistinctSequence(this, selector)
    }

/**
 * Returns a new [MutableSet] containing all distinct elements from the given sequence
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_ and _stateful_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element
 * matches the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this)
        if (predicate(element))
            checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to
 * right to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <T, R>
    Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
        var accumulator = initial
        for (element in this)
            accumulator = operation(accumulator, element)
        return accumulator
    }

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to
 * right to current accumulator value and each element with its index in the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, R>
    Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
        var index = 0
        var accumulator = initial
        for (item in this)
            accumulator = operation(checkIndexOverflow(index++), accumulator, item)
        return accumulator
    }

/**
 * Performs the given [action] on each element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this)
        action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the
 * element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Float>.max(): Float? {
    return maxOrNull()
}
selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)!
    }
    return maxValue!
}

/**
 * Returns the largest value among all values produced
 * by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * * The operation is _terminal_.
 * * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R : Comparable<R>>
Sequence<T>.maxOfOrNull(selector: (T) -> R): R?
    { val val = selector(iterator.next())
        if (!iterator.hasNext()) return null!
        max = selector(iterator.next())!
        while (iterator.hasNext()) {
            val v = selector(iterator.next())!
                if (max < v) max = v!
        }
        return max!
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * * The operation is _terminal_.
 * * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R>
Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R
    { val val = selector(iterator.next())!
        if (!iterator.hasNext()) throw NoSuchElementException()
        max = selector(iterator.next())!
        while (iterator.hasNext()) {
            val v = selector(iterator.next())!
                if (comparator.compare(max, v) < 0) max = v!
        }
        return max!
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the sequence or `null` if there are no elements.
 * * The operation is _terminal_.
 * * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T : Comparable<T>>
Sequence<T>.maxOrNull(): T
    { val val = iterator.next()!
        if (!iterator.hasNext()) return null!
        max = iterator.next()!
        while (iterator.hasNext()) {
            val e = iterator.next()!
                if (max < e) max = e!
        }
        return max!
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T>
Sequence<T>.maxWith(comparator: Comparator<in T>): T
    { val val = iterator.next()!
        if (!iterator.hasNext()) return null!
        max = iterator.next()!
        while (iterator.hasNext()) {
            val e = iterator.next()!
                if (max < e) max = e!
        }
        return max!
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.1")
public fun Sequence<Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.1")
public fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {
    { val val = iterator.next()!
        if (!iterator.hasNext()) return null!
        min = iterator.next()!
        while (iterator.hasNext()) {
            val e = iterator.next()!
                if (max < e) max = e!
        }
        return max!
}
ReplaceWith("minOrNull()")\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.1")\npublic fun Sequence<Float>.min(): Float? \n    return minOrNull()\n\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic fun <T : Comparable<T>> Sequence<T>.min(): T? \n    return minOrNull()\n\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? \n    {\n        val iterator = iterator()\n        if (!iterator.hasNext()) return null\n        var minElem = iterator.next()\n        var minValue = selector(minElem)\n        do {\n            val e = iterator.next()\n            val v = selector(e)\n            if (minValue > v) {\n                minElem = e\n                minValue = v\n            }\n        } while (iterator.hasNext())\n        return minElem\n    }\n\n/**
 * Returns the first element yielding the smallest value of the given function or
 * `null` if there are no elements.\n * 
 * The operation is _terminal_.\n * 
 * The operation is _terminal_.\n */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@LambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOf(selector: (T) -> Double): Double? \n    {\n        val iterator = iterator()\n        if (!iterator.hasNext()) throw NoSuchElementException()\n        var minValue = selector(iterator.next())\n        while (iterator.hasNext()) {\n            val v = selector(iterator.next())\n            minValue = minOf(minValue, v)\n        }\n        return minValue\n    }\n\n/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the sequence.\n * 
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.\n * 
 * The operation is _terminal_.\n * 
 * The operation is _terminal_.\n */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\n@LambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? \n    {\n        val iterator = iterator()\n        if (!iterator.hasNext()) return null\n        var minValue = selector(iterator.next())\n        while (iterator.hasNext()) {\n            val v = selector(iterator.next())\n            minValue = minOf(minValue, v)\n        }\n        return minValue\n    }\n\n/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * 
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.\n * 
 * The operation is _terminal_.\n */
ByLambdaReturnType\n
@kotlin.internal.InlineOnly\n
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence.
 * `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public inline fun <T, R> Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public inline fun <T> Sequence<T>.minOfWithOrNull(comparator: Comparator<in T>, selector: (T) -> T): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public fun Sequence<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public fun <T : Comparable<T>>Sequence<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n
public fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
@sample samples.collections.Collections.Aggregates.none

/**
 * Returns `true` if no elements match the given 
 [predicate].
 *
 * The operation is _terminal_ and 
 [stateless].
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given 
 [predicate].
 *
 * The 
 [operation] is _terminal_.
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given 
 [operation] on each element of the original sequence as they pass through it.
 *
 * The operation is _intermediate_ and 
 [stateless].
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEachIndexed(operation: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        operation(index, element)
        element
    }
}

/**
 * Accumulates value starting with the first element and applying 
 [operation] from left to right.
 * to current accumulator value and each element.
 *
 * The operation is _terminal_ and 
 [stateless].
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
        index++
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying 
 [operation] to each element.
 * 
 * Returns `null` if the sequence is empty.
 * 
 * The operation is _intermediate_ and 
 [stateless].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
        index++
    }
    return accumulator
}

@sample samples.collections.Collections.Aggregates.none

@public inline fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given 
 [predicate].
 *
 * The operation is _terminal_ and 
 [stateless].
 */
@sample samples.collections.Collections.Aggregates.noneWithPredicate

/**
 * Returns `true` if no elements match the given 
 [predicate].
 *
 * The operation is _intermediate_ and 
 [stateless].
 */
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEachIndexed(operation: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        operation(index, element)
        element
    }
}

/**
 * Accumulates value starting with the first element and applying 
 [operation] from left to right.
 * to current accumulator value and each element.
 *
 * The operation is _terminal_ and 
 [stateless].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
        index++
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying 
 [operation] from left to right.
 * to current accumulator value and each element.
 *
 * Returns `null` if the sequence is empty.
 * 
 * The operation is _intermediate_ and 
 [stateless].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
        index++
    }
    return accumulator
}
accumulator = operation(accumulator, iterator.next())
\nreturn accumulator

* Returns a sequence containing successive accumulation values generated by applying [operation] from left to right \n* to each element and current accumulator value that starts with [initial] value.
\n* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
\n* The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
\n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
\n* The operation is _intermediate_ and _stateless_.

* @sample samples.collections.Collections.Aggregates.runningFold

*\n@SinceKotlin("1.4")\npublic fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    \n    \n    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

*\n@SinceKotlin("1.4")\n@public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    \n    \n    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

*\n@SinceKotlin("1.4")\n@public fun <S, T : S> Sequence<T>.runningReduce(operation: (acc: S, T) -> S): Sequence<S> {
    \n    \n    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

*\n@SinceKotlin("1.4")\n@public fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    \n    \n    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            var index = 0
            while (iterator.hasNext()) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
(or should not be mutated)\n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @param \[operation\] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * Returns a sequence containing successive accumulation values generated by applying \n * operation from left to right.\n * to each element, its index in the original sequence and current accumulator value \n * that starts with \[initial\] value.\n * \n * Note that 'acc' value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * The \[initial\] value should also be immutable \n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @sample samples.collections.Collections.Aggregates.scan

\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R>
Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, \n    operation)\n}

/**
 * Returns a sequence containing successive accumulation values generated by applying \n * operation from left to right.\n * to each element, its index in the original sequence and current accumulator value \n * that starts with \[initial\] value.\n * \n * Note that 'acc' value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * The \[initial\] value should also be immutable \n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @param \[operation\] function that takes the index of an element, current accumulator value \n * and the element itself, and calculates the next accumulator value.\n * \n * Returns a sequence containing successive accumulation values generated by applying \n * operation from left to right.\n * to each element, its index in the original sequence and current accumulator value \n * that starts with \[initial\] value.\n * \n * Note that 'acc' value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * The \[initial\] value should also be immutable \n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @sample samples.collections.Collections.Aggregates.scanIndexed

\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R>
Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial, \n    operation)\n}

/**
 * Returns a sequence containing successive accumulation values generated by applying \n * operation from left to right.\n * to each element, its index in the original sequence and current accumulator value \n * that starts with \[initial\] value.\n * \n * Note that 'acc' value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * The \[initial\] value should also be immutable \n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @sample samples.collections.Collections.Aggregates.scanReduce

\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi::class)\npublic fun <S, T : S>
Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return runningReduce(operation)\n}

/**
 * Returns a sequence containing successive accumulation values generated by applying \n * operation from left to right.\n * to each element, its index in the original sequence and current accumulator value \n * that starts with \[initial\] value.\n * \n * Note that 'acc' value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * The \[initial\] value should also be immutable \n * as it may be passed to \[operation\] function later because of sequence's lazy nature.\n * \n * \n * \n * \n * \n * \n * \n * The operation is _intermediate_ and _stateless_. \n * \n * @sample samples.collections.Collections.Aggregates.scanReduceIndexed

\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi::class)\npublic fun <S, T : S>
Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return runningReduceIndexed(operation)\n}

/**
 * Returns the sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @param \[selector\] function that takes each element of the sequence and returns its value as \n * \n * @return \n * \n * The sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @sample samples.collections.Collections.Aggregates.sumBy

\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @param \[selector\] function that takes each element of the sequence and returns its value as \n * \n * @return \n * \n * The sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @sample samples.collections.Collections.Aggregates.sumOfInt

\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @param \[selector\] function that takes each element of the sequence and returns its value as \n * \n * @return \n * \n * The sum of all values produced by \[selector\] function applied to each element in the sequence.\n * \n * The operation is _terminal_. \n * \n * @sample samples.collections.Collections.Aggregates.sumOfLong

\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()\n    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any> Sequence<T>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given size.
 * The last list in the resulting sequence may have less elements than the given size.
 * * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given size
 * and applies the given [transform] function to an each.
 * * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * * The operation is _intermediate_ and _stateful_.
 * * @sample text.Strings.chunkedTransform
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence except the given [element].
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from it.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if }
(other.isEmpty())
        return this@minus.iterator()
    else
        return this@minus.filterNot { it in other }.iterator()

    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from it.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, sequenceOf(elements).asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from it.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return sequenceOf(this, elements.asList()).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from it.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from it.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each
 * snapshot is a list.
 * Several last lists may have less elements than the given [size].
 */

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public fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<Sequence<T>>
    return windowedSequence(size, step, partialWindows, reuseBuffer = true)

    return windowedSequence(size, step, partialWindows, reuseBuffer = false)

/**
 * Returns a sequence of values built from the elements of 'this' sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.
 * The returned sequence is empty if this sequence contains less than two elements.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R>
    return sequence result@{
        val iterator = iterator()
        if (!iterator.hasNext()) return@result
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\"...\"\", transform: (T) -> CharSequence)?: null
    return sequence result@{
        val iterator = iterator()
        if (!iterator.hasNext()) return@result
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(next))
            current = next
        }
    }

    return buffer.append(prefix) 
        buffer.append(separator) 
        buffer.append(last) 
        buffer.append(postfix) 

return buffer

    return buffer

[limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ",",n *).n * The operation is _terminal_.n * \n @sample
samples.collections.Collections.Transformations.joinToString
*/
public fun <T>
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T>
Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as
 * a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Short>.average(): Double {
    var sum:Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Long>.average(): Double {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Float>.average(): Double {
    var sum:Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an average value of elements in the sequence.
 */
public fun Sequence<Double>.average(): Double {
    var sum:Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

"/*
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/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param element the element to remove
 * @return a set containing all elements of the original set except the given [element]
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param elements the elements to remove
 * @return a set containing all elements of the original set except the given [elements]
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param elements the elements to remove
 * @return a set containing all elements of the original set except the given [elements]
 */
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param element the element to remove
 * @return a set containing all elements of the original set except the given [element]
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param element the element to add
 * @return a set containing all elements of the original set and then the given [element]
 */
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + 1))
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given [elements] array,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param elements the elements to add
 * @return a set containing all elements of the original set and the given [elements]
 */
public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set and the given [elements] sequence,
 * which aren't already in this set.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param elements the elements to add
 * @return a set containing all elements of the original set and the given [elements]
 */
public operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(this.size + 2))
    result.addAll(this)
    result.addAll(elements)
    return result
}
element iteration order of the original set.

```kotlin
Set<T> plusElement(element: T): Set<T> { return plus(element).unmodifiable(); }
```

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Package `kotlin.text`

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

```
import kotlin.random.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun CharSequence.elementAt(index: Int): Char

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt_elseOrThrow
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns the first character.
 * @throws NoSuchElementException if the char sequence is empty.
 */
public fun CharSequence.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[0]
}

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 * @throws NoSuchElementException if the char sequence is empty.
 */
public inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns the last character.
 * @throws NoSuchElementException if the char sequence is empty.
 */
public fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}

/**
 * Returns the last character matching the given [predicate], or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.lastOrDefault
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.lastOrDefault(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```
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@throws NoSuchElementException if no such character is found.
IllegalArgumentException if \( n \) is negative.\n
* @sample samples.text.Strings.drop
*/
public fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count \( n \) is less than zero." }
    return take((length - n).coerceAtLeast(0)).unaryPlus()
}

* Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given \[ predicate \].\n
* @sample samples.text.Strings.drop
*/
public fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) if (!predicate(this[index]))
        return subSequence(0, index + 1)
    return ""
}

* Returns a string containing all characters except last characters that satisfy the given \[ predicate \].\n
* @sample samples.text.Strings.drop
*/
public fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}

* Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given \[ predicate \].\n
* @sample samples.text.Strings.drop
*/
public fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

* Returns a string containing all characters except first characters that satisfy the given \[ predicate \].\n
* @sample samples.text.Strings.drop
*/
public fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

* Returns a char sequence containing only those characters from the original char sequence that match the given \[ predicate \].\n
* @param \[ predicate \] function that takes the index of a character and the character itself\n
* and returns the result of predicate evaluation on the character.\n
* @sample samples.collections.Collections.Filtering.filter
*/
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

* Returns a char sequence containing only those characters from the original char sequence that do not match the given \[ predicate \].\n
* @param \[ predicate \] function that takes the index of a character and the character itself\n
* and returns the result of predicate evaluation on the character.\n
* @sample samples.collections.Collections.Filtering.filterNot
*/
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

* Appends all characters matching the given \[ predicate \] to the given \[ destination \].\n
* @param \[ predicate \] function that takes the index of a character and the character itself\n
* and returns the result of predicate evaluation on the character.\n
* @sample samples.collections.Collections.Filtering.filterTo
*/
public inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}

* Appends all characters not matching the given \[ predicate \] to the given \[ destination \].\n
* @param \[ predicate \] function that takes the index of a character and the character itself\n
* and returns the result of predicate evaluation on the character.\n
* @sample samples.collections.Collections.Filtering.filterTo
*/
public inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (!predicate(index, element)) destination.append(element)
    }
    return destination
}

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```kotlin
CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    val
    if (predicate(element)) destination.append(element)
    return destination
}

public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return this
    return subSequence(indices)
}

/**
 * Returns a char sequence containing characters of the original char sequence at
 * the specified range of [indices].
 */
public fun String.slice(indices: IntRange): String {
    return subString(indices)
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
public fun String.slice(indices: Iterable<Int>): String {
    val result = StringBuilder()
    for (index in indices) {
        result.append(subString(index))
    }
    return result
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.take(n: Int): CharSequence {
    return subSequence(0, n)
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
public fun String.take(n: Int): String {
    return substring(0, n)
}

/**
 * Returns a subsequence of this char sequence containing last [n] characters from this string, or the entire string if this string is shorter.
 */
public fun CharSequence.takeLast(n: Int): CharSequence {
    val length = length
    return subSequence(length - n, length)
}

/**
 * Returns a string containing last [n] characters from this string, or the entire string if this string is shorter.
 */
public fun String.takeLast(n: Int): String {
    val length = length
    return substring(length - n, length)
}

/**
 * Returns a char sequence with characters in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder() + this
}

/**
 * Returns a string with characters in reversed order.
 */
public fun String.reversed(): String {
    return StringBuilder().append(this)
}
```

---

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- **CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C**
  - For (index in 0 until length) { val element = get(index) if (predicate(element)) destination.append(element) return destination } Returns a char sequence containing characters of the original char sequence at the specified range of [indices].

- **CharSequence.slice(indices: IntRange): CharSequence**
  - If (indices.isEmpty()) return \"\" return subSequence(indices) **Returns a string containing characters of the original string at the specified range of [indices].**

- **String.slice(indices: IntRange): String**
  - If (indices.isEmpty()) return \"\" return substring(indices) **Returns a char sequence containing characters of the original char sequence at specified [indices].**

- **Iterable<Int>: CharSequence**
  - val size = indices.collectionSizeOrDefault(10) if (size == 0) return \"\" val result = StringBuilder() for (i in indices) { result.append(get(i)) } return result

- **String.slice(indices: Iterable<Int>): String**
  - val result = StringBuilder() for (i in indices) { result.append(get(i)) } return result

- **CharSequence.slice(indices: Iterable<Int>): CharSequence**
  - val value = get(index) if (predicate(element)) destination.append(value)

- **CharSequence.slice(indices: IntRange): CharSequence**
  - If (indices.isEmpty()) return \"\" return subSequence(indices)

- **CharSequence.take(n: Int): CharSequence**
  - require(n >= 0) \"Requested character count \n is less than zero.\" return subSequence(0, n.coerceAtMost(length))

- **CharSequence.takeLast(n: Int): CharSequence**
  - require(n >= 0) \"Requested character count \n is less than zero.\" return subSequence(length - n.coerceAtMost(length), length)

- **CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence**
  - for (index in lastIndex downTo 0) if (!predicate(this[index])) return subSequence(index + 1, length)

- **CharSequence.slice(indices: IntRange): String**
  - if (indices.isEmpty()) return \"\" return subString(0, length)

- **CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence**
  - for (index in lastIndex downTo 0) if (!predicate(this[index])) return subSequence(index + 1, length)

- **CharSequence.takeWhile(predicate: (Char) -> Boolean): String**
  - for (index in lastIndex downTo 0) if (!predicate(this[index])) return substring(index + 1)

- **CharSequence.reversed(): CharSequence**
  - return StringBuilder() + this

- **String.reversed(): String**
  - return StringBuilder().append(this)

---

---
same key the last one gets added to the map.\n* \n* @sample samples.text.Strings.associate
*\n
public inline fun <K, V>
CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n    val capacity =
    mapCapacity(length).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)\n}

public inline fun <K, V>
CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    val capacity =
    mapCapacity(length).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity),
    keySelector)\n}

public inline fun <K, V, M : MutableMap<in K, in V>>
CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n    for (element in this) {\n        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n}

public inline fun <V, M : MutableMap<in Char, in V>>
CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}

public inline fun <V>
CharSequence.associateWith(valueSelector: (@SinceKotlin("1.3.3"))\npublic inline fun <V>
CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {\n    val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

public inline fun <V, M : MutableMap<in Char, in V>>
CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n    for (element in this) {\n        destination.put(element, valueSelector(element))\n    }\n    return destination\n}
the given [destination] collection.

\*/
public fun <C : MutableCollection<in Char>>

CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all characters.
 */
public fun CharSequence.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(length.coerceAtMost(128))))
}

/**
 * Returns a [List] containing all characters.
 */
public fun CharSequence.toList(): List<Char> {
    return when (length) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}

/**
 * Returns a new [MutableList] filled with all characters of this char sequence.
 */
public fun CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 */
public fun CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.
 */
public fun CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}
* @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 *\n
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence
 * by the key returned by the given [keySelector] function applied to the character in the char sequence
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 *\n
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.mapByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each character.
 * * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :
        Grouping<Char, K> {
            override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()

            override fun keyOf(element: Char): K = keySelector(element)
        }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each character in the original char sequence.
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.text.Strings.map
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each character and its index in the original char sequence.
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.collections.Collections.Transformations.mapIndexed
 */
public inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each character and its index in the original char sequence.
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.collections.Collections.Transformations.mapNotNull
 */
public inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character in the original char sequence
 * and appends only the non-null results to the given [destination].
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.collections.Collections.Transformations.mapNotNullTo
 */
public inline fun <R> CharSequence.mapNotNullTo(destination: R) {
    for (element in this) {
        transform(element) let { destination.add(it) } } 
    return destination
}

/**
 * Applies the given [transform] function to each character in the original char sequence
 * and appends only the non-null results to the given [destination].
 * * @param [transform] function that takes the index of a character and the character itself
 * * and returns the result of the transform applied to the character.
 * * @sample samples.collections.Collections.Transformations.mapNotNullTo
 */
public inline fun <R> CharSequence.mapNotNullTo(destination: R) {
    for (element in this) {
        transform(element) let { destination.add(it) } } 
    return destination
}
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence into an
 [IndexedValue] containing the index of that character and the character itself. *
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all characters match the given [predicate]. *
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if at least one character matches the given [predicate]. *
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate]. *
 */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the lazy [Iterable] that wraps each character of the original char sequence into an
 [IndexedValue] containing the index of that character and the character itself. *
 */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate]. *
 */
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

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@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
ReplaceWith("maxByOrNull(selector)")\n@DeprecatedSinceKotlin(warningSince = "\"1.4\"\")\npublic inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem[0]\n    var maxValue = selector(maxElem[0]) for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem[0]\n} \n
/**\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\nInlineOnly\npublic inline fun CharSequence.maxByOrNull(selector: (Char) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        var maxVal = maxOf(maxValue, v)\n        return maxVal\n    }\n    return null\n} \n
/**\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> CharSequence.maxByOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem[0]\n    var maxValue = selector(maxElem[0]) for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem[0]\n} \n
/**\n * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\nInlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        var maxVal = maxOf(maxValue, v)\n        return maxVal\n    }\n    return null\n} \n
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/**\n * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\nInlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem[0]\n    var maxValue = selector(maxElem[0]) for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem[0]\n} \n
/**\n * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\nInlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        var maxVal = maxOf(maxValue, v)\n        return maxVal\n    }\n    return null\n} \n
/**\n * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.\n * @example samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\nInlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem[0]\n    var maxValue = selector(maxElem[0]) for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem[0]\n} \n
Open Source Used In DNAC Platform Antelope 13908
maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or 'null' if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest character or 'null' if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public fun <R> CharSequence.maxOrNull(): R? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first character yielding the smallest value of the given function or 'null' if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) { val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function or `null` if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minElement = selector(minElement)
    for (i in 1..lastIndex) { val e = this[i]
        minElement = minOf(minElement, e)
        if (minElement < minElement) minElement = e
    }
    return minElement
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.min(): Char? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElement = selector(minElement)
    for (i in 1..lastIndex) { val e = this[i]
        minElement = minOf(minElement, e)
        if (minElement < minElement) minElement = e
    }
    return minElement
}
1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
} return
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character
 * in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character
 * in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Double?): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character
 * in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float?): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character
 * in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each character
 * in the char sequence or `null` if there are no characters.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the first character having the smallest value according to the
 * provided [comparator] function.
 */
@SinceKotlin("1.4")
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first character having the smallest value according to the
provided [comparator] or `null` if there are no characters.

```kotlin
 CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (comparator.compare(min, e) > 0) min = e
        return min
    } Returns `true` if the char sequence has no characters.

    * @sample samples.collections.Collections.Aggregates.none

    } * Returns `true` if no characters match the given [predicate].

    * @sample samples.collections.Collections.Aggregates.withPredicate

    */
@SinceKotlin("1.4")
public fun CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the char sequence can't be reduced.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}```
from right to left\n* to each character and current accumulator value.\n* \n* \n* Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n* \n* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n* \n* \n* @param [operation] function that takes a character and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n    \n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.\n")\n    \n    var accumulator = get(index-\n    while (index >= 0) {\n        \n        accumulator = operation(get(index--), accumulator)\n    }\n    \n    return accumulator\n}

CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n    \n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.\n")\n
    var accumulator = get(index--}\n    while (index >= 0) {\n        \n        accumulator = operation(index, get(index), accumulator)\n        --index
    }\n    \n    return accumulator
}

CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n
    var accumulator = get(index--}\n    while (index >= 0) {\n        \n        accumulator = operation(index, get(index), accumulator)\n        --index
    }\n    \n    return accumulator
}

CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {\n    \n    if (isEmpty()) return listOf(initial)\n    \n    val result = ArrayList<R>(length + 1).apply { add(initial) }\n    \n    var accumulator = initial\n    for (element in this) {\n        \n        accumulator = operation(accumulator, element)\n    }\n    \n    return result
}

CharSequence.runningFoldIndexed(initial: R, operation: (index: Int, Char, acc: Char) -> R): List<R> {\n    \n    if (isEmpty()) return listOf(initial)\n
    val result = ArrayList<R>(length + 1).apply { add(initial) }\n    \n    var accumulator = initial\n
    for (element in this) {\n        \n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    \n    return result
}
Int, acc: R, Char) -> R: List<R> { 
    if (isNotEmpty()) return listoff(initial)
    val result = ArrayList<R>(length + 1).apply { 
        add(initial)
    } var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * Otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> { 
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * Otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> { 
    return runningFoldIndexed(initial, operation)
}
```kotlin
int var sum; int = 0
for (element in this) {
    sum += selector(element);
} return sum

// A public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
int var sum; Double = 0
for (element in this) {
    sum += selector(element);
} return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
public inline fun CharSequence.sumOf(selector: (Char) -> Int): Int {
    int var sum; Int = 0
    for (element in this) {
        sum += selector(element);
    } return sum
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size].
 * The last string in the resulting sequence may have less characters than the given [size].
 * Must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}
```

---

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exceeding the given `size` and applies the given [transform] function to each sequence. Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in any way, unless you made a snapshot of it. The last char sequence may have less characters than the given `size`. The number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence. 

```kotlin
CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

CharSequence.partition(predicate: Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}
```

```kotlin
CharSequence.chunkedTransformToSequence(size: Int, transform: (CharSequence) -> R): Sequence<String> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}
```

```kotlin
CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<String> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```

```kotlin
CharSequence.averageWindows(size: Int, step: Int = 1, partialWindows: Boolean = false): List<Double> {
    return averageWindows(size, step, partialWindows) { it.toDouble() }
}
```
window
* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any,
* by default `false` which means partial windows won't be preserved
* @sample samples.collections.Sequences.Transformations.takeWindows

public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}

public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}

public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return this::iterator
}

public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return this::iterator
}

package

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leading and trailing characters matching the [predicate] removed.

CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startFound = false
    var endFound = false
    var startIndex = 0
    var endIndex = length - 1
    val startIndex = startFound
    val endIndex = endFound
    while (startIndex <= endIndex) {
        val match = predicate(this[index])
        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }
    return subSequence(startIndex, endIndex + 1)
}

String.trim(predicate: (Char) -> Boolean): String =
    this as CharSequence.trim(predicate).toString()

String.trimStart(predicate: (Char) -> Boolean): String {
    var resulted = this
    for (index in resulted.indices)
        if (!predicate(resulted[index]))
            return subSequence(index, length)
    return ""
}

String.trimEnd(predicate: (Char) -> Boolean): String {
    var resulted = this
    for (index in resulted.indices.reversed())
        if (!predicate(resulted[index]))
            return subSequence(0, index)
    return ""
}

String.trim(vararg chars: Char): String =
    this as CharSequence.trim(vararg chars)

String.trimStart(vararg chars: Char): String =
    this as CharSequence.trimStart(vararg chars)

String.trimEnd(vararg chars: Char): String =
    this as CharSequence.trimEnd(vararg chars)

CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

String.trim(): String = this as CharSequence.trim().toString()

CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)

String.trimStart(): String = this as CharSequence.trimStart().toString()

CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)

String.trimEnd(): String = this as CharSequence.trimEnd().toString()
character indices for this char sequence.

```kotlin
//public val CharSequence.indices: IntRange
    get() = 0..length - 1

//public val CharSequence.lastIndex: Int
    get() = this.length - 1

//public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
        && this[index].isHighSurrogate()
        && this[index + 1].isLowSurrogate()
}

//public val CharSequence.indices: IntRange
    get() = 0..length - 1

//public val CharSequence.lastIndex: Int
    get() = this.length - 1

//public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
        && this[index].isHighSurrogate()
        && this[index + 1].isLowSurrogate()
}

//public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

//public fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

//public inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)

//public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = substring(0, endIndex)

//public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

//public fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

//public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

//public fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
```
// A string method that returns a substring after the last occurrence of a specified delimiter.

public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a new string with a character range replaced by a new string.
 * @param old the range to replace.
 * @param replacement the new string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(old: IntRange, replacement: CharSequence): CharSequence {
    return replaceRange(old.start, old.endInclusive + 1, replacement)
}

/**
 * Removes a part of the string based on a range.
 * @param startIndex the index of the first character to remove.
 * @param endIndex the index of the first character after the removed part to keep.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as CharSequence).removeRange(startIndex, endIndex).toString()

/**
 * Returns a new string with a prefix removed.
 * @param prefix the prefix to remove.
 */
@kotlin.internal.InlineOnly
public inline fun String.removePrefix(prefix: CharSequence): String =
    (this as CharSequence).removePrefix(prefix).toString()

/**
 * Returns a substring without a specified suffix.
 * @param suffix the suffix to remove.
 */
public fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {
    if (endsWith(suffix)) {
        return subSequence(0, length - suffix.length)
    }
    return this
}

/**
 * Returns a new string with a suffix removed.
 * @param suffix the suffix to remove.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeSuffix(suffix: CharSequence): String =
    (this as CharSequence).removeSuffix(suffix).toString()
subSequence(0, length)\n}\n
/**
 * If this string ends with the given \[suffix\], returns a copy of this string\n * with the suffix removed. Otherwise, returns this string.\n */
public fun String.removeSuffix(suffix: CharSequence):
String \n if (endsWith(suffix)) \n return subSequence(0, length - suffix.length)\n \n return this\n
/**
 * When this char sequence starts with the given \[prefix\] and ends with the given \[suffix\],\n * returns a new char sequence having both the given \[prefix\] and \[suffix\] removed.\n * Otherwise returns a new char sequence with the same characters.\n */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence):
CharSequence \n if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) \n return subSequence(prefix.length, length - suffix.length)\n \n return subSequence(0, length)\n
/**
 * When this char sequence starts with the given \[prefix\] and ends with the given \[suffix\],\n * returns a new char sequence having both the \[prefix\] and \[suffix\] removed from the start and end.\n * Otherwise returns a new char sequence with the same characters.\n */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence):
String \n if ((length >= prefix.length + suffix.length) &&
startsWith(prefix) && endsWith(suffix)) \n return substring(prefix.length, length - suffix.length)\n \n return this\n
/**
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceBefore(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(0, index, replacement)\n}

/**
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceBefore(delimiter: String,
replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(0, index, replacement)\n}

/**
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceAfter(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(index + 1, length, replacement)\n}

/**
 * When the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceAfter(delimiter: String,
replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(index + delimiter.length, length, replacement)\n}

/**
 * If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceBeforeLast(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(index, length - delimiter.length, replacement)\n}

/**
 * When the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.\n */
public fun String.replaceBeforeLast(delimiter: String,
replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue
    else replaceRange(index, length - delimiter.length, replacement)\n}
val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index,
        *[replacement]*
    )
}

/**
 * Replace part of string before the last occurrence of given delimiter with the
 * [replacement] string.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String,
    *missingDelimiterValue*: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1)
        *missingDelimiterValue* else replaceRange(0, index,
            *replacement*
        )
}

// public fun String.replace(oldChar: Char,
// newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String,
// newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

/**
 * Returns a new string obtained by replacing each substring of this char
 * sequence that matches the given regular expression with the given
 * [replacement] string.
 * Literally escape the replacement string if it contains literal text or
 * $-substitutions.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, *replacement*): String =
    regex.replace(this, *replacement*).

/**
 * Returns a new string obtained by replacing each substring of this char
 * sequence that matches the given regular expression with the result of the
 * given function that takes a [MatchResult] and returns a string to be used as
 * a replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, *noinline* transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, *transform*).

/**
 * Replaces the first occurrence of the given regular expression in this char
 * sequence with specified [replacement] expression.
 * Literally escape the replacement string if it contains literal text or
 * $-substitutions.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, *replacement*): String =
    regex.replaceFirst(this, *replacement*).

/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean =
    regex.matches(this).

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int,
    ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 * Literally escape the specified character if it contains literal text or
 * $-substitutions.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
        this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 * Literally escape the specified character if it contains literal text or
 * $-substitutions.
 */
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
        this[lastIndex].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence starts with the specified prefix.
 * Literally escape the specified prefix if it contains literal text or
 * $-substitutions.
 */
public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset
 * starts with the specified prefix.
 */
public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix, startIndex)
    else
        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)

/**
 * Returns the longest string `prefix` such that this char sequence and
 * [other] both start with this prefix,
 * taking care not to split surrogate pairs.
 */
public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String =
    // implementation...
beginning to the end of this string, and finds at each position the first element in [strings] that matches this string at that position
* @param CharSequence findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = false)\n/* * Find last occurrence of any of the specified [strings] in this char sequence.
 * @param CharSequence findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n findAnyOf(strings, startIndex, ignoreCase, last = true)\n/* * Find any of the first occurrence of any of the specified [strings] in this char sequence.
 * @param CharSequence indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n indexOfAny(strings, startIndex, ignoreCase, last = false)\n/* * Find last occurrence of any of the specified [strings] in this char sequence.
 * @param CharSequence lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = 

index of character to start searching at. The search proceeds backward toward the beginning of the string.\n* @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n* @return An index of the last occurrence of [string] or -1 if none is found.\n* @fun public fun CharSequence.lastIndexOf(string: String,\n    startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n    if (ignoreCase || this is String)\n        indexOf(string, startIndex, 0, ignoreCase, last = true)\n    else\n        nativeLastIndexOf(string, startIndex)\n} \n* @suppress("INAPPLICABLE_OPERATOR_MODIFIER")\n* @public inline operator fun CharSequence.contains(regex: Regex): Boolean =\n    regex.containsMatchIn(this)\n* @kotlin.internal.InlineOnly\n* @public inline operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =\n    indexOf(char, ignoreCase) >= 0\n* @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n* @return An index of the last occurrence of [char] or -1 if none is found.\n
The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from $n @param *init* beginning to the end of this string, and finds at each position the first element in [delimiters]$n that matches this string at that position.

private fun CharSequence.rangesDelimitedBy(delimiters: Array<String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })
}

// split

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 *
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from $n @param *init* beginning to the end of this string, and matches at each position the first element in [delimiters]$n that matches this string at that position.
 */
public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 *
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from $n @param *init* beginning to the end of this string, and matches at each position the first element in [delimiters]$n that matches this string at that position.
 */
public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiter].
 * This is specialized version of split which receives single non-empty delimiter and offers better performance.
 *
 * @param delimiter String used as delimiter
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
    } while (isLimited && result.size == limit - 1)
result.add(substring(currentOffset, length))
return result

// Splits this char sequence around matches of the given regular expression.
\nvar \n*param \nlimit \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @param limit \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @param limit \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @param \nlimit \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.
\n\n* @throws \nIndexOutOfBoundsException if either [offset] or [length] are less than zero or the [start] and [end] indexes overlap.
\n\n* @param \noffset \nNon-negative value specifying the maximum number of substrings to return.
\n* Zero by default means no limit is set.


the bytes in UTF-8 encoding in this array or its subrange. *param start-index the beginning (inclusive) of the subrange to decode, 0 by default. *param end-index the end (exclusive) of the subrange to decode, size of this array by default. *param throw-on-invalid-sequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \uFFFD. *param throws IndexOfBoundsException if [start-index] is less than zero or [end-index] is greater than the size of this array. *param throws IllegalArgumentException if [start-index] is greater than [end-index]. *param throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throw-on-invalid-sequence] is true. *param throws IndexOfBoundsException if [start-index] is greater than [end-index]. *param throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throw-on-invalid-sequence] is true.

AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size) return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence) Encodes this string to an array of bytes in UTF-8 encoding.

*param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
*param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
*param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \uFFFD. *param throws IndexOfBoundsException if [start-index] is less than zero or [end-index] is greater than the size of this array. *param throws IllegalArgumentException if [start-index] is greater than [end-index]. *param throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throw-on-invalid-sequence] is true.

String.encodeToByteArray(): ByteArray { return encodeUtf8(this, 0, length, false) } Encodes this string or its substring to an array of bytes in UTF-8 encoding. *param startIndex the beginning (inclusive) of the substring to encode, 0 by default. *param endIndex the end (exclusive) of the substring to encode, length of this string by default. *param throw-on-invalid-sequence specifies whether to throw an exception on malformed char sequence or replace. *param throws IndexOfBoundsException if [start-index] is less than zero or [end-index] is greater than the length of this string. *param throws IllegalArgumentException if [startIndex] is greater than [endIndex]. *param throws CharacterCodingException if this string contains malformed char sequence and [throw-on-invalid-sequence] is true.

AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size) return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence) Returns a copy of this string converted to upper case using the rules of the default locale. *param sample samples.text.Strings.toUpperCase *param @kotlin.internal.InlineOnly String.toUpperCase(): String = asDynamic().toUpperCase() Returns a copy of this string converted to lower case using the rules of the default locale. *param sample samples.text.Strings.toLowerCase *param @kotlin.internal.InlineOnly String.toLowerCase(): String = asDynamic().toLowerCase() String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex) String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex) String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position) String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s) String.substring(startIndex: Int): String = asDynamic().substring(startIndex) String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex) String.nativeUpperCase(str: String, fromIndex: Int): String = asDynamic().toUpperCase(str, fromIndex) String.nativeLowerCase(str: String, fromIndex: Int): String = asDynamic().toLowerCase(str, fromIndex) String.concat(str: String): String = asDynamic().concat(str) String.match(regex: String): Array<String>? = asDynamic().match(regex) String.replace(toImplement effective trimLeading and trimTrailing: String, ignoreCase: Boolean = false): Int { if (ignoreCase) { val n1 = this.length val n2 = other.length val min = Math.min(n1, n2) if (min == 0) return n1 - n2

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var start = 0
while (true) {
    var end = minOf(start + 16, min)
    var s1 = this.substring(start, end)
    var s2 = other.substring(start, end)
    if (s1 != s2) {
        s1 = s1.toUpperCase()
        s2 = s2.toUpperCase()
        if (s1 != s2) {
            s1 = s1.toLowerCase()
            s2 = s2.toLowerCase()
            if (s1 != s2) {
                return s1.compareTo(s2)
            }
        }
    }
    if (end == min) break
    start = end
}
return n1 - n2
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String> get() = STRING_CASE_INSENSITIVE_ORDER

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * DO NOT EDIT!\n
package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray(@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS") @PublishedApi internal constructor(@PublishedApi val storage: ByteArray): Collection<UByte> { /** Creates a new array of the specified [size], with all elements initialized to zero. */ public constructor(size: Int): this(ByteArray(size)) /* * Returns the array element at the given [index]. This method can be called using the index operator. * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS */
    operator fun get(index: Int): UByte = storage[index].toUByte() /* * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. * * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS */
    operator fun set(index: Int, value: UByte) {
        storage[index] = value.toByte()
    }
    operator fun iterator(): UByteIterator = Iterator(storage)
    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return false
    }
    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte && it in storage }
    }
    override fun isEmpty(): Boolean = this.storage.isEmpty()
    override fun size: Int get() = this.storage.size
    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): IntArray<UInt> = this(IntArray(storage.size)) /* * Returns the number of elements in the array. */
    public override val size: Int get() = storage.size
    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UByteIterator = this.UByteIterator() /* private var index = 0 */
    override fun hasNext() = index < storage.size
    override fun nextUByte() = if (index < storage.size)
        storage[index++].toUByte() else throw NoSuchElementException(index.toString())
    
    /** Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function. * * The function [init] is called for each array element sequentially starting from the first one. */
    fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(ByteArray(size) { index -> init(index).toByte() })
    }
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    fun UByteArray(size: Int): UByteArray {
        return UByteArray(ByteArray(size))
    }
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
        return UByteArray(ByteArray(size) { index -> init(index).toByte() })
    }
}*/

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
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 * DO NOT EDIT!\n
package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray(@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS") @PublishedApi internal constructor(@PublishedApi val storage: IntArray): Collection<UInt> { /** Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function. * * The function [init] is called for each array element sequentially starting from the first one. */
    operator fun get(index: Int): UInt = this.storage[index]
    operator fun set(index: Int, value: UInt) {
        this.storage[index] = value
    }
    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        return false
    }
    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && it in storage }
    }
    override fun isEmpty(): Boolean = this.storage.isEmpty()
    override fun size: Int get() = this.storage.size
    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): IntArray<UInt> = this(IntArray(storage.size)) /* * Returns the number of elements in the array. */
    public override val size: Int get() = storage.size
    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = this.UIntIterator() /* private var index = 0 */
    override fun hasNext() = index < storage.size
    override fun nextUInt() = if (index < storage.size)
        storage[index++].toUInt() else throw NoSuchElementException(index.toString())
    
    /** Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function. * * The function [init] is called for each array element sequentially starting from the first one. */
    fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
        return UIntArray(ByteArray(size) { index -> init(index).toByte() })
    }
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    fun UIntArray(size: Int): UIntArray {
        return UIntArray(ByteArray(size))
    }
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
        return UIntArray(ByteArray(size) { index -> init(index).toByte() })
    }
}*/
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.
*\n*\n* public

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should return the value for an array element given its index.

/*
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 * that can be found in the license/LICENSE.txt file
 */

// Auto-generated file. DO NOT EDIT!

```kotlin
package kotlin.collections

//\NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/blob/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an 
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an 
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an 
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UCharArray.component1(): UChar {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an 
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/*
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 * that can be found in the license/LICENSE.txt file
 */

// Auto-generated file. DO NOT EDIT!

```
* where the behavior is unspecified.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
ULongArray.component1(): ULong {\n    return get(0)\n}/**\n* Returns 1st *element* from the array.\n* * *\n* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UByteArray.component1(): UByte {\n    return get(0)\n}/**\n* Returns 1st *element* from the array.\n* * *\n* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UCharArray.component1(): UChar {\n    return get(0)\n}/**\n* Returns 1st *element* from the array.\n* * *\n* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UShortArray.component1(): UShort {\n    return get(0)\n}/**\n* Returns 1st *element* from the array.\n* * *\n* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UIntArray.component1(): UInt {\n    return get(0)\n}/**\n* Returns 1st *element* from the array.\n* * *\n* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UShortArray.component2(): UShort {\n    return get(1)\n}/**\n* Returns 2nd *element* from the array.\n* * *\n* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UCharArray.component2(): UChar {\n    return get(1)\n}/**\n* Returns 2nd *element* from the array.\n* * *\n* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UShortArray.component3(): UShort {\n    return get(2)\n}/**\n* Returns 3rd *element* from the array.\n* * *\n* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UCharArray.component3(): UChar {\n    return get(2)\n}/**\n* Returns 3rd *element* from the array.\n* * *\n* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline operator fun
UShortArray.component4(): UShort {\n    return get(3)\n}/**\n* Returns 4th *element* from the array.\n* * *\n* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n* where the behavior is unspecified.\n
Open Source Used In DNAC Platform Antelope 13932
is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong { return get(3) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte { return get(3) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort { return get(3) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt { return get(4) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong { return get(4) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte { return get(4) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort { return get(4) }
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAt(index: Int): UShort
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

is unspecified.
result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample
 * samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * 
 * @sample
 * samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
`@SinceKotlin("1.3")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}
fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if no
 * element was not found.
 */
fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no
 * element was not found.
 */
fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no
 * element was not found.
 */
fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no
 * element was not found.
 */
fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns first index of
**Imported from Antelope 13937**

```kotlin
// Antelope 13937

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}
```

---

**Open Source Used In DNAC Platform Antelope 13937**
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()!
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()!
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]!
        if (predicate(element)) return element!
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")!
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]!
        if (predicate(element)) return element!
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")!
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]!
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]!
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]!
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]!
}
UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? { n for (index in this.indices.reversed()) { n val element = this[index] n if (predicate(element)) return element n } return null} println("* Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? { n for (index in this.indices.reversed()) { n val element = this[index] n if (predicate(element)) return element n } return null} println("* Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? { n for (index in this.indices.reversed()) { n val element = this[index] n if (predicate(element)) return element n } return null} println("* Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? { n for (index in this.indices.reversed()) { n val element = this[index] n if (predicate(element)) return element n } return null} println("* Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UIntArray.random(): UInt { n return random(Random) println("* Returns a random element from this array.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun ULongArray.random(): ULong { n return random(Random) println("* Returns a random element from this array.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UByteArray.random(): UByte { n return random(Random) println("* Returns a random element from this array.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UShortArray.random(): UShort { n return random(Random) println("* Returns a random element from this array.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UIntArray.randomOrNull(): UInt? { n return randomOrNull(Random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun ULongArray.randomOrNull(): ULong? { n return randomOrNull(Random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UByteArray.randomOrNull(): UByte? { n return randomOrNull(Random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

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@public inline fun UShortArray.randomOrNull(): UShort? { n return randomOrNull(Random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UIntArray.random(random: Random): UInt { n if (isEmpty()) throw NoSuchElementException("Array is empty.") println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun ULongArray.random(random: Random): ULong { n if (isEmpty()) throw NoSuchElementException("Array is empty.") println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun UByteArray.random(random: Random): UByte { n if (isEmpty()) throw NoSuchElementException("Array is empty.") println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.3") * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun UShortArray.random(random: Random): UShort { n if (isEmpty()) throw NoSuchElementException("Array is empty.") println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UIntArray.randomOrNull(random: Random): UInt? { n return randomNextInt(size) println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun ULongArray.randomOrNull(random: Random): ULong? { n return randomNextInt(size) println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UByteArray.randomOrNull(random: Random): UByte? { n return randomNextInt(size) println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public inline fun UShortArray.randomOrNull(random: Random): UShort? { n return randomNextInt(size) println("* Returns a random element from this array using the specified source of randomness.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun UIntArray.randomOrNull(random: Random): UInt? { n return randomOrNotNull(random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun ULongArray.randomOrNull(random: Random): ULong? { n return randomOrNotNull(random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun UByteArray.randomOrNull(random: Random): UByte? { n return randomOrNotNull(random) println("* Returns a random element from this array, or ‘null’ if this array is empty.

* @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly
@public fun UShortArray.randomOrNull(random: Random): UShort? { n return randomOrNotNull(random) println("* Returns a random element from this array, or ‘null’ if this array is empty.
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UIntArray.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}
matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no matching element matching the predicate.")
    return single
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no matching element matching the predicate.")
    return single
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

n).coerceAtLeast(0))

* Returns a list containing all elements except first [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

*sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except first [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except last [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except last [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except last [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except last [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {

    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))

    * Returns a list containing all elements except last [n] elements.

**Throws**:
IllegalArgumentException if [n] is negative.

* sample
collections.Collections.Transformations.drop

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {

    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return take(index + 1)
    return emptyList()
} * Returns a list containing all elements except last elements that satisfy the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return take(index + 1)
    return emptyList()
} * Returns a list containing all elements except last elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return take(index + 1)
    return emptyList()
} * Returns a list containing all elements except last elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
} * Returns a list containing all elements except first elements that satisfy the given
[predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
} * Returns a list containing only elements matching the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
} * Returns a list containing only elements matching the given [predicate].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
} * Returns a list containing only elements matching the given [predicate].

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
} * Returns a list containing only elements matching the given [predicate].
evaluation on the element.

```kotlin
@sample samples.collections.Collections.Filtering.filterIndexed

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo

@sample samples.collections.Collections.Filtering.filterIndexedTo
```

```

```
destination.add(element)
}  // Returns a list containing all elements not matching the given [predicate].

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    var destination = ArrayList<UInt>()
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    var destination = ArrayList<ULong>()
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    var destination = ArrayList<UByte>()
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    var destination = ArrayList<UShort>()
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    var destination = ArrayList<UInt>()
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    var destination = ArrayList<ULong>()
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    var destination = ArrayList<UByte>()
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    var destination = ArrayList<UShort>()
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.filterNotTo(destination: MutableCollection<inUInt>, predicate: (UInt) -> Boolean): MutableCollection<inUInt> {
    var destination = destination.arrayList
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.filterNotTo(destination: MutableCollection<in ULong>, predicate: (ULong) -> Boolean): MutableCollection<in ULong> {
    var destination = destination.arrayList
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.filterNotTo(destination: MutableCollection<in UByte>, predicate: (UByte) -> Boolean): MutableCollection<in UByte> {
    var destination = destination.arrayList
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.filterNotTo(destination: MutableCollection<in UShort>, predicate: (UShort) -> Boolean): MutableCollection<in UShort> {
    var destination = destination.arrayList
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <UByte> UByteArray.filterTo(destination: Collection<UByte>, predicate: (UByte) -> Boolean): Collection<UByte> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <UShort> UShortArray.filterTo(destination: Collection<UShort>, predicate: (UShort) -> Boolean): Collection<UShort> {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UInt> slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<ULong> slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UByte> slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UShort> slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UInt> slice(indices: Collection<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<ULong> slice(indices: Collection<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UByte> slice(indices: Collection<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun List<UShort> slice(indices: Collection<Int>): List<UShort> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
Returns a list containing last `[n]` elements.

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count Sn is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count Sn is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}
```
samples.collections.Collections.Transformations.take
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reverseOrder(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reverseOrder(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reverseOrder(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverseOrder(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
**UIntArray.reversedArray():**

```kotlin
UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}
```

**Returns an array with elements of this array in reversed order.**

**UIntArray.shuffle():**

```kotlin
UIntArray.shuffle(): Unit {
    shuffle(Random)
}
```

**Randomly shuffles elements in this array in-place.**

**UIntArray.sortDescending():**

```kotlin
UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

**Sorts elements in the array in-place descending according to their natural sort order.**

---

**Open Source Used In DNAC Platform Antelope 13950**
if (size > 1) {
    sort()
    reverse()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
}

Open Source Used In DNAC Platform Antelope 13951
Returns an array of type `[ByteArray]`, which is a view of this array where each element is a signed reinterpretation \* of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArrayList.asByteArray(): ByteArrayList { return storage }  
```

Returns an array of type `[IntArray]`, which is a view of this array where each element is a signed reinterpretation \* of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArrayList.asIntArray(): IntArrayList { return storage }  
```

Returns a `List` that wraps the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArrayList.asList(): List<UInt>  
```

Returns a `List` that wraps the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArrayList.asList(): List<ULong>  
```

Returns a `List` that wraps the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArrayArrayList.asList(): List<UByte>  
```

Returns a `List` that wraps the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArrayList.asList(): UShortArrayList { return storage }  
```

Returns `true` if the two specified arrays are *structurally* equal to one another, \* i.e. contain the same number of the same elements in the same order.

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UIntArrayList.contentEquals(other: UIntArrayList): Boolean { return this.contentEquals(other) }  
```

Returns `true` if the two specified arrays are *structurally* equal to one another, \* i.e. contain the same number of the same elements in the same order.

```kotlin
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongArrayList.contentEquals(other: ULongArrayList): Boolean { return this.contentEquals(other) }  
```

Returns `true` if the two specified arrays are *structurally* equal to one another, \* i.e. contain the same number of the same elements in the same order.
Open Source Used In DNAC Platform Antelope  13953
samples.collections.Arrays.ContentOperations.contentToString
} /*\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning."")\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.contentToString(): String {
    return this.contentToString()\n} /*\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning."")\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.contentToString(): String {
    return this.contentToString()\n} /*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray?.contentToString(): String {
    return this?.contentToString() ?: \"null\"
} /*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray?.contentToString(): String {
    return this?.contentToString() ?: \"null\"
} /*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray?.contentToString(): String {
    return this?.contentToString() ?: \"null\"
} /*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray?.contentToString(): String {
    return this?.contentToString() ?: \"null\"
} /*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
} /*\n@SinceKotlin("1.3")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copystorage(copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
} */
destination range.

*param destination the array to copy to.

*param destinationOffset the position in the [destination] array to copy to, 0 by default.

*param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

*param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

*throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*returns IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

*return the [destination] array.

*An@SinceKotlin("1.3.0")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly

public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

ULongArray

return destination

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

*param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

*param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

*throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*returns IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

*return the [destination] array.

*An@SinceKotlin("1.3.0")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly

public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] array to copy to, 0 by default.

*param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

*param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

*throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

*returns IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

* or when that index is out of the [destination] array indices range.

*return the [destination] array.

*An@SinceKotlin("1.3.0")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly

public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

UShortArray

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf

*/

@SinceKotlin("1.3.0")

public inline fun UIntArray.copyOf(): UIntArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at

*An@SinceKotlin("1.3.0")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly

public inline fun UShortArray.copyOf(): UShortArray

*/

@SinceKotlin("1.3.0")

public inline fun UByteArray.copyOf(): UByteArray

*/

@SinceKotlin("1.3.0")

public inline fun ULongArray.copyOf(): ULongArray

*/

@SinceKotlin("1.3.0")

public inline fun UShortArray.copyOf(): UShortArray

*/

@SinceKotlin("1.3.0")

public inline fun UByteArray.copyOf(): UByteArray

*/

@SinceKotlin("1.3.0")

public inline fun UIntArray.copyOf(): UIntArray

*/
the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array
is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the
copy array are filled with zero values.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UIntArray.copyOf(newSize: Int): UIntArray {\n    return UIntArray(storage.copyOf(newSize))\n}\n*\*\n* - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original
array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\ULongArray.copyOf(newSize: Int): ULongArray {\n    return ULongArray(storage.copyOf(newSize))\n}\n*\*\n* - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original
array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UByteArray.copyOf(newSize: Int): UByteArray {\n    return UByteArray(storage.copyOf(newSize))\n}\n*\*\n* - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original
array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UShortArray.copyOf(newSize: Int): UShortArray {\n    return UShortArray(storage.copyOf(newSize))\n}\n*\*\n* - If [newSize] is less than the size of the
original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original
array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))\n}\n* - If [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.
* - Returns a new array which is a copy of the specified range of the original
array.
* - Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))\n}\n* - If [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.
* - Returns a new array which is a copy of the specified range of the original
array.
* - Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))\n}\n* - If [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.
* - Returns a new array which is a copy of the specified range of the original
array.
* - Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly\*\@public inline fun
*\UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))\n}\n* - If [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.
* - Returns a new array which is a copy of the specified range of the original
array.
* - Throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return
UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UShortArray.plus(element: UShort): UShortArray {
    return UShortArray(storage + element.toShort())
}
operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}
sortArray(this, 0, size)

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}
* @param fromIndex the start of the range (inclusive) to sort.* @param toIndex the end of the range
* (exclusive) to sort.* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
* is greater than the size of this array.* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*
*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt>
{  
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
* reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.toUIntArray(): UIntArray {
    return UIntArray(this.copyOf())
}

/**
 * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned
* reinterpretation
* of the corresponding element of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}

/**
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation
* of the corresponding element of this array.
*/
```kotlin
/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.toULongArray(): ULongArray { return ULongArray(this.copyOf()) }

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes
public fun Array<out UShort>.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

/*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {
    val result = LinkedHashMap<UInt, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
    val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
    val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.toULongArray(): ULongArray { return ULongArray(this.copyOf()) }

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
    val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
    val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

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@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@sample samples.collections.Collections.Transformations.associateWithTo

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
@sample samples.collections.Collections.Transformations.flatMap

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
```
ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from 
 * [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>

UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from 
 * [transform] function being invoked on each element * and its index in the original array.
 * @sample samples.collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>

UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of 
 * [transform] function being invoked on each element * and its index in the original array, to the given 
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :

UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of 
 * [transform] function being invoked on each element * and its index in the original array, to the given 
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :

UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of 
 * [transform] function being invoked on each element * and its index in the original array, to the given 
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C :

UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
```
fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
the given `[keySelector]` function applied to the element
* and returns a map where each group key is associated
with a list of corresponding values.
* The returned map preserves the entry iteration order of the keys
produced from the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V>
ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, MutableList<V>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
```

The returned map preserves the entry iteration order of the keys
produced from the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}
```

The returned map preserves the entry iteration order of the keys
produced from the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}
```

The returned map preserves the entry iteration order of the keys
produced from the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}
```

The returned map preserves the entry iteration order of the keys
produced from the original array.
MutableMap<in K, MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K):
M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) {\n            ArrayList<UShort>()\n        }\n        list.add(element)\n    }\n    return destination\n} Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

MutableMap<in K, MutableList<UInt>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) {\n            ArrayList<V>()\n        }\n        list.add(valueTransform(element))\n    }\n    return destination\n} Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

MutableMap<in K, MutableList<ULong>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) {\n            ArrayList<V>()\n        }\n        list.add(valueTransform(element))\n    }\n    return destination\n} Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

MutableMap<in K, MutableList<UByte>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) {\n            ArrayList<V>()\n        }\n        list.add(valueTransform(element))\n    }\n    return destination\n} Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

MutableMap<in K, MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) {\n            ArrayList<V>()\n        }\n        list.add(valueTransform(element))\n    }\n    return destination\n} Groups values returned by the [valueTransform] function applied to each element of the original array\n* by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.\n* @return The [destination] map\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

UIntArray.map(transform: (UInt) -> R): List<R>{\n    return mapTo(ArrayList<R>(size), transform)\n} Returns a list containing the results of applying the given [transform] function\n* to each element in the original array\n* @sample samples.collections.Collections.Transformations.map

ULongArray.map(transform: (ULong) -> R): List<R>{\n    return mapTo(ArrayList<R>(size), transform)\n} Returns a list containing the results of applying the given [transform] function\n* to each element in the original array\n* @sample samples.collections.Collections.Transformations.map

UByteArray.map(transform: (UByte) -> R): List<R>{\n    return mapTo(ArrayList<R>(size), transform)\n} Returns a list containing the results of applying the given [transform] function\n* to each element in the original array\n* @sample samples.collections.Collections.Transformations.map

UShortArray.map(transform: (UShort) -> R): List<R>{\n    return mapTo(ArrayList<R>(size), transform)\n} Returns a list containing the results of applying the given [transform] function\n* to each element in the original array\n* @sample samples.collections.Collections.Transformations.map

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element in the original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (Int, UInt) -> R): List<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (Int, ULong) -> R): List<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (Int, UByte) -> R): List<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (Int, UShort) -> R): List<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexedTo(destination: MutableCollection<R>, transform: (Int, UInt) -> R): MutableCollection<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexedTo(destination: MutableCollection<R>, transform: (Int, ULong) -> R): MutableCollection<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexedTo(destination: MutableCollection<R>, transform: (Int, UByte) -> R): MutableCollection<R> { // ...
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexedTo(destination: MutableCollection<R>, transform: (Int, UShort) -> R): MutableCollection<R> { // ...
```
/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
* \n * @sample samples.collections.Collections.Aggregates.any

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.any(): Boolean {\n    return storage.any()\n} \n\n* Returns `true` if array has at least one element.\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.any

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.any(): Boolean {\n    return storage.any()\n} \n\n* Returns `true` if array has at least one element.\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.any

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.any(): Boolean {\n    return storage.any()\n} \n\n* Returns `true` if at least one element matches the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return true
    return false\n} \n\n* Returns `true` if at least one element matches the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return true
    return false\n} \n\n* Returns `true` if at least one element matches the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return true
    return false\n} \n\n* Returns `true` if at least one element matches the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return true
    return false\n} \n\n* Returns `true` if at least one element matches the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count
    return count\n} \n\n* Returns the number of elements matching the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count
    return count\n} \n\n* Returns the number of elements matching the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count
    return count\n} \n\n* Returns the number of elements matching the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count
    return count\n} \n\n* Returns the number of elements matching the given [predicate].\n* \n* \n* \n@sample samples.collections.Collections.Aggregates.anyWithPredicate

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n\n* Returns the specified [initial] value if the array is empty.\n* \n* \n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n\n* Returns the specified [initial] value if the array is empty.\n* \n* \n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n} \n\n* Returns the specified [initial] value if the array is empty.\n* \n* \n* \n@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
this) accumulator = operation(accumulator, element)  
    return accumulator
}  

// **
// * Accumulates value starting with [initial] value and applying [operation] from left to right * to current accumulator value and each element.
// * Returns the specified [initial] value if the array is empty.
// *
// * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
// *}
@SinceKotlin("1.3")  
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>  
UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

// **
// * Accumulates value starting with [initial] value and applying [operation] from left to right * to current accumulator value and each element.
// * Returns the specified [initial] value if the array is empty.
// *
// * @param [operation] function that takes the index of an element, current accumulator value* and the element itself, and calculates the next accumulator value.
// *}
@SinceKotlin("1.3")  
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>  
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var accumulator = initial
    var index = 0
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

// **
// * Accumulates value starting with [initial] value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
// * Returns the specified [initial] value if the array is empty.
// *
// * @param [operation] function that takes the index of an element, current accumulator value* and the element itself, and calculates the next accumulator value.
// *}
@SinceKotlin("1.3")  
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>  
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

// **
// * Accumulates value starting with [initial] value and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
// * Returns the specified [initial] value if the array is empty.
// *
// * @param [operation] function that takes the index of an element, current accumulator value* and the element itself, and calculates the next accumulator value.
// *}
@SinceKotlin("1.3")  
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>  
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

// **
// * Accumulates value starting with [initial] value and applying [operation] from right to left * to each element and current accumulator value.
// * Returns the specified [initial] value if the array is empty.
// *
// * @param [operation] function that takes the index of an element, current accumulator value* and the element itself, and calculates the next accumulator value.
// *}
@SinceKotlin("1.3")  
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>  
UShortArray.foldRight(initial: R, operation: (R, UShort) -> R): R {
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
accumulator

Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element and current accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

*<R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

*<R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

*<R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

*<R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.

*<R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
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@SinceKotlin("1.3")
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public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxByOrNull(selector: (UInt) -> Boolean): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxByOrNull(selector: (ULong) -> Boolean): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxByOrNull(selector: (UByte) -> Boolean): UByte? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.maxByOrNull(selector: (UShort) -> Boolean): UShort? {
    return maxByOrNull(selector)
}
1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
...
var maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxVal = maxOf(maxValue, v, true)
    return maxVal
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v, true)
    }
    return maxValue
}

@OptIn(ClassTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
public inline fun UShortArray.maxOf(selector: (UShort) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by 
 * [selector] function applied to each element in the 
 * array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced 
 * by [selector] function applied to each element in the 
 * array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced 
 * by [selector] function applied to each element in the 
 * array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun UCharArray.maxOf(selector: (UChar) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```

```kotlin
@Selector
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@Inplace
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var max = selector(this[0])
    for (i in 1..lastIndex) {
        var v = selector(this[i])
        max = maxOf(max, v)
    }
    return max
}
```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

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maxValue
} \n \n \n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]\n function applied to each element in the array or `null` if there are no elements.

 *\n @ Since Kotlin ("1.4") *\n @ OptIn (kotlin.experimental.ExperimentalTypeInference::class) *\n @ OverloadResolution
 By Lambda Return Type \n @ ExperimentalUnsignedTypes \n @ kotlin.internal.InlineOnly \n public inline fun <R> 
 UIntArray.maxOfOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? { \n \n if (is-empty()) return null \n \n var maxValue = selector(this[0]) \n \n for (i in 1..lastIndex) { \n \n val v = selector(this[i]) \n \n if (comparator.compare(maxValue, v) < 0) { \n \n maxValue = v \n \n } \n \n } \n \n return maxValue \n } \n
 *\n @ Since Kotlin ("1.4") *\n @ OptIn (kotlin.experimental.ExperimentalTypeInference::class) *\n @ OverloadResolution
 By Lambda Return Type \n @ ExperimentalUnsignedTypes \n @ kotlin.internal.InlineOnly \n public inline fun <R> 
 ULongArray.maxOfOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? { \n \n if (is-empty()) return null \n \n var maxValue = selector(this[0]) \n \n for (i in 1..lastIndex) { \n \n val v = selector(this[i]) \n \n if (comparator.compare(maxValue, v) < 0) { \n \n maxValue = v \n \n } \n \n } \n \n return maxValue \n } \n
 *\n @ Since Kotlin ("1.4") *\n @ OptIn (kotlin.experimental.ExperimentalTypeInference::class) *\n @ OverloadResolution
 By Lambda Return Type \n @ ExperimentalUnsignedTypes \n @ kotlin.internal.InlineOnly \n public inline fun <R> 
 UByteArray.maxOfOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? { \n \n if (is-empty()) return null \n \n var maxValue = selector(this[0]) \n \n for (i in 1..lastIndex) { \n \n val v = selector(this[i]) \n \n if (comparator.compare(maxValue, v) < 0) { \n \n maxValue = v \n \n } \n \n } \n \n return maxValue \n } \n
 *\n @ Since Kotlin ("1.4") *\n @ OptIn (kotlin.experimental.ExperimentalTypeInference::class) *\n @ OverloadResolution
 By Lambda Return Type \n @ ExperimentalUnsignedTypes \n @ kotlin.internal.InlineOnly \n public inline fun <R> 
 UShortArray.maxOfOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? { \n \n if (is-empty()) return null \n \n var maxValue = selector(this[0]) \n \n for (i in 1..lastIndex) { \n \n val v = selector(this[i]) \n \n if (comparator.compare(maxValue, v) < 0) { \n \n maxValue = v \n \n } \n \n } \n \n return maxValue \n } \n
 @ ExperimentalUnsignedTypes
 @ kotlin.internal.InlineOnly
 public inline fun <R> 
 UIntArray.maxOrNull(): UInt? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) { \n \n val e = this[i] \n \n if (max < e) max = e \n \n } \n \n return max \n } \n
 @ ExperimentalUnsignedTypes
 @ kotlin.internal.InlineOnly
 public inline fun <R> 
 ULongArray.maxOrNull(): ULong? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) { \n \n val e = this[i] \n \n if (max < e) max = e \n \n } \n \n return max \n } \n
 @ ExperimentalUnsignedTypes
 @ kotlin.internal.InlineOnly
 public inline fun <R> 
 UByteArray.maxOrNull(): UByte? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) { \n \n val e = this[i] \n \n if (max < e) max = e \n \n } \n \n return max \n } \n
 @ ExperimentalUnsignedTypes
 @ kotlin.internal.InlineOnly
 public inline fun <R> 
 UShortArray.maxOrNull(): UShort? { \n \n if (isEmpty()) return null \n \n var max = this[0] \n \n for (i in 1..lastIndex) { \n \n val e = this[i] \n \n if (max < e) max = e \n \n } \n \n return max \n }
ReplaceWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.\nmaxWith(comparator: Comparator<in UByte>): UByte? \n{\n    return maxWithOrNull(comparator)\n}\n\n@Deprecated("Use maxWithOrNull instead.\n\nReplaceWith("maxWithOrNull(comparator)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nmaxWith(comparator: Comparator<in UShort>): UShort? \n{\n    return maxWithOrNull(comparator)\n}\n
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.\nmaxWithOrNull(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.\nmaxWithOrNull(comparator: Comparator<in ULong>): ULong? \n{\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.\nmaxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nmaxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.\nmin(): UInt? {
    return minOrNull()
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.\nmin(): ULong? {
    return minOrNull()
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.\nmin(): UByte? {
    return minOrNull()
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nmin(): UShort? {
    return minOrNull()
}

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.\nminByOrNull(selector: (UInt) -> R): UInt? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.\nminByOrNull(selector: (ULong) -> R): ULong? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.\nminByOrNull(selector: (UByte) -> R): UByte? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nminByOrNull(selector: (UShort) -> R): UShort? {
    return minByOrNull(selector)\n}\n
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun\ninline fun <R : Comparable<R>> UIntArray.\nminByOrNull(selector: (UInt) -> R): UInt? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.\nminByOrNull(selector: (ULong) -> R): ULong? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.\nminByOrNull(selector: (UByte) -> R): UByte? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nminByOrNull(selector: (UShort) -> R): UShort? {
    return minByOrNull(selector)\n}\n
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun\ninline fun <R : Comparable<R>> UByteArray.\nminByOrNull(selector: (UByte) -> R): UByte? {
    return minByOrNull(selector)\n}\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.\nminByOrNull(selector: (UShort) -> R): UShort? {
    return minByOrNull(selector)\n}\n
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ReplaceWith("minByOrNull(selector)\n")@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    return minByOrNull(selector)\n}/** * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.* * @sample samples.collections.Collections.Aggregates.minByOrNull */
@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}/** * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.* * @sample samples.collections.Collections.Aggregates.minByOrNull */
@DeprecatedSinceKotlin(warningSince = "1.4")@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}/** * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.* * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}/** * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n}/** * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n */
Optionalsuspend fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
Optionalsuspend fun UShortArray.minOf(selector: (UShort) -> Double): Double {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
Optionalsuspend fun UIntArray.minOf(selector: (UInt) ->Float): Float {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
Optionalsuspend fun ULongArray.minOf(selector: (ULong) ->Float): Float {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
Optionalsuspend fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOf(selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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@SinceKotlin("1.4")
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public inline fun UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
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    }
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}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.experimental.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

// return minValue
// * Returns the smallest value among all values produced by [selector] function
// * applied to each element in the array or `null` if there are no elements.
// * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes}@kotlin.internal.InlineOnly}/public inline fun
UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? { if (isEmpty()) return null
var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v)
}
return minValue

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v)
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}
return minValue

/*@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes}@kotlin.internal.InlineOnly}/public inline fun
UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? { if (isEmpty()) return null
var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v)
}
return minValue

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes}@kotlin.internal.InlineOnly}/public inline fun
Comparable<R>.minOfOrNull(selector: (R) -> R): R? { if (isEmpty()) return null
var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) {
minValue = v
}
}
return minValue

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
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 * applied to each element in the array or `null` if there are no elements.
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@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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Comparable<R>.minOfOrNull(selector: (R) -> R): R? { if (isEmpty()) return null
var minValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) if (minValue > v) {
minValue = v
}
}
return minValue

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
```kotlin
public inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
public inline fun <R> UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
public inline fun <R> ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
public inline fun <R> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
public inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

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return null
var minValue = selector(this[0])
for (i in 1..lastIndex) {
  val v = selector(this[i])
  if (comparator.compare(minValue, v) > 0) {
    minValue = v
  }
}
return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
  if (isEmpty()) return null
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.minOrNull(): UInt? {
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.minOrNull(): ULong? {
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.minOrNull(): UByte? {
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minOrNull(): UShort? {
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
  return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
  return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
  return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
  return minWithOrNull(comparator)
}
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray {
    return apply { for (element in this)
        action(element)
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {
    return apply { for (element in this)
        action(element)
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {
    return apply { for (element in this)
        action(element)
    }
}

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afterwards.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public

```

```kotlin
in fun UShortArray.onEachIndexed(action: (Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index
 * and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and
 * the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public

```

```kotlin
in fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right
 * to current accumulator value and each element. It returns `null` when its
 * receiver is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public

```

```kotlin
in fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right
 * to current accumulator value and each element. It returns `null` when its
 * receiver is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public

```

```kotlin
in fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in
```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element,
 * accumulates value from left to right.
 * @return the resulting accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return this.reduceIndexed(operation)
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element,
 * accumulates value from left to right.
 * @return the resulting accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    return this.reduceIndexedIndexed(operation)
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element,
 * accumulates value from left to right.
 * @return the resulting accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexedIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    return this.reduceIndexedIndexedIndexed(operation)
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element,
 * accumulates value from left to right.
 * @return the resulting accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexedIndexedIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    return this.reduceIndexedIndexedIndexedIndexed(operation)
}
```
throw UnsupportedOperationException("Empty array can't be reduced.");

var accumulator = this[0]
for (index in 1..lastIndex)
    accumulator = operation(index, accumulator, this[index])

return accumulator

* Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. * Returns `null` if the array is empty.

* * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.

* * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * @SinceKotlin("1.4") * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt?

* * * if (isEmpty())
    return null

* * * var accumulator = this[0]

* * * for (index in 1..lastIndex)
    accumulator = operation(index, accumulator, this[index])

* * * return accumulator

* * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. * Returns `null` if the array is empty.

* * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.

* * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * @SinceKotlin("1.4") * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong?

* * * * if (isEmpty())
    return null

* * * * var accumulator = this[0]

* * * * for (index in 1..lastIndex)
    accumulator = operation(index, accumulator, this[index])

* * * * return accumulator

* * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. * Returns `null` if the array is empty.

* * * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.

* * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * @SinceKotlin("1.4") * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte?

* * * * * if (isEmpty())
    return null

* * * * * var accumulator = this[0]

* * * * * for (index in 1..lastIndex)
    accumulator = operation(index, accumulator, this[index])

* * * * * return accumulator

* * * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array. * Returns `null` if the array is empty.

* * * * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.

* * * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * * @SinceKotlin("1.4") * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun UShortArray.reduceIndexedOrNull(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort?

* * * * * * if (isEmpty())
    return null

* * * * * * var accumulator = this[0]

* * * * * * for (index in 1..lastIndex)
    accumulator = operation(index, accumulator, this[index])

* * * * * * return accumulator

* * * * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. * Returns `null` if the array is empty.

* * * * * * * * @param [operation] function that takes the index of an element, current accumulator value and the element itself, * and calculates the next accumulator value.

* * * * * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * * * * @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt?

* * * * * * * * if (isEmpty())
    return null

* * * * * * * * var accumulator = this[0]

* * * * * * * * for (index in 1..lastIndex)
    accumulator = operation(accumulator, this[index])

* * * * * * * * return accumulator

* * * * * * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. * Returns `null` if the array is empty.

* * * * * * * * * @param [operation] function that takes the current accumulator value and an element, * and calculates the next accumulator value.

* * * * * * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * * * * * @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong?

* * * * * * * * * if (isEmpty())
    return null

* * * * * * * * * var accumulator = this[0]

* * * * * * * * * for (index in 1..lastIndex)
    accumulator = operation(accumulator, this[index])

* * * * * * * * * return accumulator

* * * * * * * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. * Returns `null` if the array is empty.

* * * * * * * * * * @param [operation] function that takes the current accumulator value and an element, * and calculates the next accumulator value.

* * * * * * * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * * * * * * @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes * @kotlin.internal.InlineOnly * @public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte?

* * * * * * * * * * * if (isEmpty())
    return null

* * * * * * * * * * * var accumulator = this[0]

* * * * * * * * * * * for (index in 1..lastIndex)
    accumulator = operation(accumulator, this[index])

* * * * * * * * * * * return accumulator

* * * * * * * * * * * * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. * Returns `null` if the array is empty.

* * * * * * * * * * * @param [operation] function that takes the current accumulator value and an element, * and calculates the next accumulator value.

* * * * * * * * * * * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

* * * * * * * * * * * @SinceKotlin("1.4") * @WasExperimental(ExperimentalStdlibApi::class) * @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (acc: UByte, UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}
accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) { accolator = operation(index, get(index), accumulator)
    }
    --index
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceRightIndexed(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull

 * @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}*/

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Accumulates value starting with the last element and applying [operation] from right to left * to each element and current accumulator value.

* `null` if the array is empty.
* `@param [operation] function that takes an element and current accumulator value.
* and calculates the next accumulator value.

* `null` if the array is empty.

* `@param samples.collections.Collections.Aggregates.reduceRightOrNull

* `null` if the array is empty.

* `@param samples.collections.Collections.Aggregates.reduceRightOrNull

* `null` if the array is empty.

* `@param samples.collections.Collections.Aggregates.runningFold

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* `@param samples.collections.Collections.Aggregates.runningFold
element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return listOf(accumulator)
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOnly
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return listOf(accumulator)
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOnly
public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return listOf(accumulator)
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal:inlineOnly
public inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return listOf(accumulator)
}
```

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element and current accumulator value that
 * starts with the first element of this array.

 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.

 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce

 * @SinceKotlin("1.4")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * if (isEmpty()) return emptyList()
 * var accumulator = this[0]
 * val result = ArrayList<UInt>(size).apply { add(accumulator) }
 * for (index in 1 until size) {
 *     accumulator = operation(accumulator, this[index])
 *     result.add(accumulator)
 * }
 * return result
 * }
```
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right \(n\) * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\(n\) * \(n\) * Note that \`acc\` value passed to [operation] function should not be mutated;\(n\) * otherwise it would affect the previous value in resulting list.\(n\) * \(n\) * \@param [operation] function that takes the index of an element, current accumulator value\(n\) * and the element itself, and calculates the next accumulator value.\(n\) * \(n\) * \@sample

samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right \(n\) * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\(n\) * \(n\) * Note that \`acc\` value passed to [operation] function should not be mutated;\(n\) * otherwise it would affect the previous value in resulting list.\(n\) * \(n\) * \@param [operation] function that takes the index of an element, current accumulator value\(n\) * and the element itself, and calculates the next accumulator value.\(n\) * \(n\) * \@sample

samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right \(n\) * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\(n\) * \(n\) * Note that \`acc\` value passed to [operation] function should not be mutated;\(n\) * otherwise it would affect the previous value in resulting list.\(n\) * \(n\) * \@param [operation] function that takes the index of an element, current accumulator value\(n\) * and the element itself, and calculates the next accumulator value.\(n\) * \(n\) * \@sample

samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right \(n\) * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\(n\) * \(n\) * Note that \`acc\` value passed to [operation] function should not be mutated;\(n\) * otherwise it would affect the previous value in resulting list.\(n\) * \(n\) * \@param [operation] function that takes the index of an element, current accumulator value\(n\) * and the element itself, and calculates the next accumulator value.\(n\) * \(n\) * \@sample

samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right \(n\) * to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\(n\) * \(n\) * Note that \`acc\` value passed to [operation] function should not be mutated;\(n\) * otherwise it would affect the previous value in resulting list.\(n\) * \(n\) * \@param [operation] function that takes the index of an element, current accumulator value\(n\) * and the element itself, and calculates the next accumulator value.\(n\) * \(n\) * \@sample

samples.collections.Collections.Aggregates.runningReduce

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}
resulting list.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
  
  * @sample samples.collections.Aggregates.scan

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
  
  * @sample samples.collections.Aggregates.scan

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.

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*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumBy(selector: (UInt) -> UInt): UInt {\n  var sum: UInt = 0u
  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumBy(selector: (ULong) -> UInt): UInt {\n  var sum: UInt = 0u
  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {\n  var sum: UInt = 0u
  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {\n  var sum: UInt = 0u
  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {\n  var sum: Double = 0.0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumByDouble(selector: (ULong) -> Double): Double {\n  var sum: Double = 0.0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumOf(selector: (UInt) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumOf(selector: (ULong) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumOf(selector: (UByte) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.3")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumOf(selector: (UShort) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumOff(selector: (UInt) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumOff(selector: (ULong) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumOff(selector: (UByte) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/

*An@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumOff(selector: (UShort) -> Double): Double {\n  var sum: Double = 0.toDouble()\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n*/
*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfDouble")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Double {
      var sum = Double(0.0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfInt")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {
      var sum = Int(0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfInt")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
      var sum = Int(0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfInt")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
      var sum = Int(0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfLong")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
      var sum = Long(0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.

*\n  @SinceKotlin("1.4")\n  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n  @OverloadResolution\n  ByValLambdaReturnType\n  @Suppress("INAPPLICABLE_JVM_NAME")\n  @kotlin.jvm.JvmName("sumOfLong")\n  @ExperimentalUnsignedTypes\n  @kotlin.internal.InlineOnly\n  public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
      var sum = Long(0)\n      for (element in this) {
          sum += selector(element)\n      }\n      return sum\n  }\n
** Returns the sum of all values produced by [selector] function applied to each element in the array.
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ Suppress("INAPPLICABLE_JVM_NAME")\@ kotlin.jvm.JvmName("sumOfLong")
\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\@ public inline fun UShortArray.sumOf(selector:
(UShort) -> Long): Long { \n \n var sum: Long = 0.toLong() \n \n for (element in this) { \n \n \n sum += selector(element) \n } \n return sum \n }\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ Suppress("INAPPLICABLE_JVM_NAME")\@ kotlin.jvm.JvmName("sumOfUInt")
\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\@ public inline fun UIntArray.sumOf(selector:
(UInt) -> UInt): UInt { \n \n var sum: UInt = 0.toUInt() \n \n for (element in this) { \n \n \n sum += selector(element) \n } \n return sum \n }\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ Suppress("INAPPLICABLE_JVM_NAME")\@ kotlin.jvm.JvmName("sumOfUInt")
\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\@ public inline fun ULongArray.sumOf(selector:
(ULong) -> ULong): ULong { \n \n var sum: ULong = 0.toULong() \n \n for (element in this) { \n \n \n sum += selector(element) \n } \n return sum \n }\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ Suppress("INAPPLICABLE_JVM_NAME")\@ kotlin.jvm.JvmName("sumOfULong")
\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\@ public inline fun UByteArray.sumOf(selector:
(UByte) -> ULong): ULong { \n \n var sum: ULong = 0.toULong() \n \n for (element in this) { \n \n \n sum += selector(element) \n } \n return sum \n }
UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> { 
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @param samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterable

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
fun <V> UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>>
val other = other.min
val list = ArrayList<Pair<UInt, UInt>>(minOf(this.size, other.size))
for (i in 0 until min)
list.add(zip(this[i], other[i]))
return list

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
fun <V> ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>>
val other = other.min
val list = ArrayList<Pair<ULong, ULong>>(minOf(this.size, other.size))
for (i in 0 until min)
list.add(zip(this[i], other[i]))
return list

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
fun <V> UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>>
val other = other.min
val list = ArrayList<Pair<UByte, UByte>>(minOf(this.size, other.size))
for (i in 0 until min)
list.add(zip(this[i], other[i]))
return list

@SinceKotlin("1.3") @ExperimentalUnsignedTypes
val other = other.min
val list = ArrayList<Pair<UShort, UShort>>(minOf(this.size, other.size))
for (i in 0 until min)
list.add(zip(this[i], other[i]))
return list

@kotlin.jvm.JvmName("sumOfUInt")
public fun <V> Array<out UInt>.sum(): UInt
val sum = this.fold(0u, { t1, t2 -> t1 + t2 })
return sum
Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun UIntArray.sum(): UInt {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ULongArray.sum(): ULong {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the array.
 */
public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.
 */
public inline fun UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the lesser of two values.
 */
@SinceKotlin("1.3")
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the lesser of two values.
 */
@SinceKotlin("1.3")
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the lesser of two values.
 */
@SinceKotlin("1.3")
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the lesser of two values.
 */
@SinceKotlin("1.3")
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the lesser of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the lesser of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the lesser of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the lesser of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return minOf(a, minOf(b, c))
}

/**
 * Returns the lesser of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, vararg other: UInt): UInt {
    var max = a
    for (e in other) max = minOf(max, e)
    return max
}

/**
 * Returns the lesser of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, vararg other: ULong): ULong {
    var max = a
    for (e in other) max = minOf(max, e)
    return max
}

/**
 * Returns the lesser of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var max = a
    for (e in other) max = minOf(max, e)
    return max
}

/**
 * Returns the lesser of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var max = a
    for (e in other) max = minOf(max, e)
    return max
}
UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, vararg other: UInt): UInt {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongRange.randomOrNull(): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.contains(element: ULong?): Boolean {
    return element != null &&

Open Source Used In DNAC Platform Antelope 14007
contains(value: UByte): Boolean { return contains(value.toUInt()) } * Checks if the specified [value] belongs to this range.

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes public operator fun UIntRange.contains(value: ULong): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * Returns a progression from this value down to the specified [to] value with the step -1.
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 * Returns a progression from this value down to the specified [to] value with the step -1.
value.\n * @\n
 If the [to] value is less than or equal to \`this\` value, then the returned range is empty.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified \[to\] value.\n * @\n * If the \[to\] value is less than or equal to \`this\` value, then the returned range is empty.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n    return this.toULong() .. (to - 1u).toULong()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].\n * @\n * if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @\n * if it's less than or equal to the [maximumValue] or the [minimumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @\n * if it's less than or equal to the [maximumValue] or the [minimumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @\n * if it's less than or equal to the [maximumValue] or the [minimumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].\n * @\n * if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].\n * @\n * if it's greater than or equal to the [minimumValue] or the [maximumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @\n * if it's less than or equal to the [maximumValue] or the [minimumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(maximumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].\n * @\n * if it's less than or equal to the [maximumValue] or the [minimumValue] otherwise.\n
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}
```kotlin
/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun UShort.coerceAtMost(maximumValue: UShort) {  
 *     return if (this > maximumValue) this else maximumValue
 * } /* Ensures that this value lies in the specified range [minimumValue]..[maximumValue]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun Uint.coerceIn(minimumValue: Uint, maximumValue: Uint) {  
 *     if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
 *     if (this < minimumValue) return minimumValue
 *     if (this > maximumValue) return maximumValue
 * } /* Ensures that this value lies in the specified range [minimumValue]..[maximumValue]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong) {  
 *     if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
 *     if (this < minimumValue) return minimumValue
 *     if (this > maximumValue) return maximumValue
 * } /* Ensures that this value lies in the specified range [minimumValue]..[maximumValue]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte) {  
 *     if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
 *     if (this < minimumValue) return minimumValue
 *     if (this > maximumValue) return maximumValue
 * } /* Ensures that this value lies in the specified range [minimumValue]..[maximumValue]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort) {  
 *     if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
 *     if (this < minimumValue) return minimumValue
 *     if (this > maximumValue) return maximumValue
 * } /* Ensures that this value lies in the specified range [minimumValue]..[maximumValue]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {  
 *     if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
 *     return when {
 *         this < range.start -> range.start
 *         this > range.endInclusive -> range.endInclusive
 *         else -> this
 *     }
 * } /* Ensures that this value lies in the specified range [range]. */

/*
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {  
 *     if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
 *     return when {
 *         this < range.start -> range.start
 *         this > range.endInclusive -> range.endInclusive
 *         else -> this
 *     }
 * } /* Ensures that this value lies in the specified range [range]. */
```
range.endInclusive -> range.endInclusive

else -> this

}"*/

* * * * *

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* *

* Note: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file. See:

https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

* *

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DeprecationLevel.ERROR

public expect open class NoWhenBranchMatchedException : RuntimeException {

    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
}

@Deprecated("This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
public expect class UninitializedPropertyAccessException : RuntimeException {

    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`, but returned something instead.
 */
@SinceKotlin("1.4.")
public
internal class KotlinNothingValueException : RuntimeException {

    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
}

/**
 * Returns the detailed description of this throwable with its stack trace.
 * @return The detailed description includes:
 * - the short description (see [Throwable.toString]) of this throwable;
 * - the complete stack trace;
 * - detailed descriptions of the exceptions that were suppressed
 * in order to deliver this exception;
 * - the detailed description of each throwable in the [Throwable.cause] chain.
 */
@SinceKotlin("1.4.")
public expect fun Throwable.stackTraceToString(): String

/**
 * Prints the detailed description [Throwable.stackTraceToString] of this throwable to the standard output or standard error output.
 */
@SinceKotlin("1.4.")
public expect fun Throwable.printStackTrace(): Unit

/**
 * When supported by the platform, adds the specified exception to the list of exceptions that were suppressed in order to deliver this exception.
 */
@SinceKotlin("1.4.")
public expect fun Throwable.addSuppressed(exception: Throwable)

/**
 * Returns a list of all exceptions that were suppressed in order to deliver this exception.
 */
@SinceKotlin("1.4.")
public expect val Throwable.suppressedExceptions: List<Throwable>
Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over. The iterator is covariant in its element type. Classes that inherit from this interface can be represented as a sequence of elements that can be iterated over and that supports removing elements during iteration. The mutable iterator is invariant in its element type.

```kotlin
public interface List<out E> : Collection<E> {

    // Access Operations
    public fun contains(element: @UnsafeVariance E): Boolean
    public fun indexOf(element: @UnsafeVariance E): Int
    public fun get(index: Int): E

    // Search Operations
    public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
    public fun retainAll(elements: Collection<E>): Boolean
    public fun remove(element: E): Boolean
    public fun add(element: E): Boolean

    // Bulk Operations
    public fun addAll(elements: Collection<E>): Boolean
    public fun removeAll(elements: Collection<E>): Boolean
    public fun retainAll(elements: Collection<E>): Boolean
    public fun removeAll(elements: Collection<E>): Boolean

    // Positional Access
    override val size: Int
    override fun isEmpty(): Boolean
    override fun iterator(): Iterator<E>
}
```

Classes that support removing elements also support adding elements.

```kotlin
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean
```

The collection is covariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

The list is invariant in its element type. The list is covariant in its element type.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```

Classes that support removing elements also support adding elements.

```kotlin
public interface MutableList<@UnsafeVariance E> : List<@UnsafeVariance E> {

    override fun contains(element: @UnsafeVariance E): Boolean
    override fun get(index: Int): @UnsafeVariance E
}
```
lastIndexOf(element: @UnsafeVariance E): Int
    // List Iterators
    /**
     * Returns a list iterator over the elements in this list (in proper sequence).
     */
    public fun listIterator(): ListIterator<@UnsafeVariance E>
    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].
     */
    public fun listIterator(index: Int): ListIterator<@UnsafeVariance E>

    // View
    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): SubList<@UnsafeVariance E, @UnsafeVariance E>

    // Positional Access Operations
    /**
     * Returns `true` if the list is empty.
     */
    public fun isEmpty(): Boolean

    // List Iterators
    /**
     * Returns a list iterator over the elements in this list (in proper sequence).
     */
    public fun listIterator(): ListIterator<@UnsafeVariance E>
    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].
     */
    public fun listIterator(index: Int): ListIterator<@UnsafeVariance E>

    // View
    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): SubList<@UnsafeVariance E, @UnsafeVariance E>

    // Positional Access Operations
    /**
     * Returns `true` if the list is empty.
     */
    public fun isEmpty(): Boolean

    // List Iterators
    /**
     * Returns a list iterator over the elements in this list (in proper sequence).
     */
    public fun listIterator(): ListIterator<@UnsafeVariance E>
    /**
     * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].
     */
    public fun listIterator(index: Int): ListIterator<@UnsafeVariance E>

    // View
    /**
     * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).
     */
    public fun subList(fromIndex: Int, toIndex: Int): SubList<@UnsafeVariance E, @UnsafeVariance E>
(contains no elements), "false" otherwise.

public fun isEmpty(): Boolean

public fun containsKey(key: K): Boolean

public fun containsValue(value: V): Boolean

Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.

public fun get(key: K): V?

Returns the value corresponding to the given [key], or [defaultValue] if such a key is not present in the map.

@UnsafeVariance V

public fun getOrDefault(key: K, defaultValue: V): V

Returns the value corresponding to the given [key], or the specified [defaultValue] if such a key is not present in the map.

public fun put(key: K, value: V): V?

Updates this map with key/value pairs from the specified map [from].

public fun clear(): Unit

Removes all elements from this map.

public fun remove(key: K): V?

Removes the entry for the specified key only if it is mapped to the specified value.

public fun remove(key: K, value: V): Boolean

Removes the entry for the specified key only if it is mapped to the specified value.

public fun containsValue(value: V): Boolean

Returns `true` if the map contains one or more keys to the specified [value].

public fun containsKey(key: K): Boolean

Returns `true` if the map contains the specified [key].

public fun putAll(map: Map<K, V>): Unit

Updates this map with key/value pairs from the specified map [from].

public fun remove(key: K): V?

Removes the entry for the specified key only if it is mapped to the specified value.

public fun containsKey(key: K): Boolean

Returns `true` if the map contains the specified [key].
*An abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()
    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

An iterator over a sequence of values of type `Float`.
*An abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()
    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float
}

An iterator over a sequence of values of type `Double`.
*An abstract class DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble()
    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextDouble(): Double
}

An iterator over a sequence of values of type `Boolean`.
*An abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()
    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

An iterator over a progression of values of type `Char`.
* @property step the number by which the value is incremented on each step.
* An iterator over a progression of values of type `Int`.
* @property step the number by which the value is incremented on each step.
* An iterator over a progression of values of type `Long`.
* @property step the number by which the value is incremented on each step.
The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative. [step] must be greater than `Long.MIN_VALUE` and not equal to zero. 

A progression of values of type `Long` open class LongProgression internal constructor {

    * The first element in the progression.

    }
}

/**
 * A progression of values of type `Int`.
 */
public class IntProgression

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

        */
    }

    /**
     * The last element in the progression.
     */
    public val last: Int = endInclusive

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator =

        IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =

        if (step == 0) start > last else start < last

    override fun equals(other: Any?): Boolean =

        if (other is LongProgression && isEmpty() && other.isEmpty()) {
            first == other.first && last == other.last &&
            step == other.step
        } else {
            getProgressionLastElement(start, toLong(), endInclusive.toLong(), step).toInt() ==
            other.getProgressionLastElement(start, toLong(), endInclusive.toLong(), step).toInt()
        }

    override fun hashCode(): Int =

        if (isEmpty()) -1 else 31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32)).toInt()

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

        */
    }

    /**
     * The first element in the progression.
     */
    public val first: Int = start

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator =

        IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =

        if (step == 0) first > last else first < last

    override fun equals(other: Any?): Boolean =

        if (other is IntProgression && isEmpty() && other.isEmpty()) {
            first == other.first && last == other.last &&
            step == other.step
        } else {
            getProgressionLastElement(start, toInt(), endInclusive.toInt(), step).toInt() ==
            other.getProgressionLastElement(start, toInt(), endInclusive.toInt(), step).toInt()
        }

    override fun hashCode(): Int =

        if (isEmpty()) -1 else 31 * (31 * first + last) + (step xor (step ushr 32)).toInt()

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

        */
    }

    /**
     * The first element in the progression.
     */
    public val first: Int = start

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator =

        IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =

        if (step == 0) first > last else first < last

    override fun equals(other: Any?): Boolean =

        if (other is IntProgression && isEmpty() && other.isEmpty()) {
            first == other.first && last == other.last &&
            step == other.step
        } else {
            getProgressionLastElement(start, toInt(), endInclusive.toInt(), step).toInt() ==
            other.getProgressionLastElement(start, toInt(), endInclusive.toInt(), step).toInt()
        }

    override fun hashCode(): Int =

        if (isEmpty()) -1 else 31 * (31 * first + last) + (step xor (step ushr 32)).toInt()

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

        */
    }

    /**
     * The first element in the progression.
     */
    public val first: Char = rangeStart

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): CharIterator =

        CharProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =

        if (step == 0) first > last else first < last

    override fun equals(other: Any?): Boolean =

        if (other is CharProgression && isEmpty() && other.isEmpty()) {
            first == other.first && last == other.last &&
            step == other.step
        } else {
            getProgressionLastElement(start, toChar(), endInclusive.toChar(), step).toChar() ==
            other.getProgressionLastElement(start, toChar(), endInclusive.toChar(), step).toChar()
        }

    override fun hashCode(): Int =

        if (isEmpty()) -1 else 31 * (31 * first + last) + (step xor (step ushr 32)).toInt()

    companion object {
        /**
         * Creates CharProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

        */
    }

    /**
     * The first element in the progression.
     */
    public val first: Char = rangeStart

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): CharIterator =

        CharProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean =

        if (step == 0) first > last else first < last

    override fun equals(}
Boolean = value <=> start && value <= endInclusive

/**
 * Checks whether the range is empty.
 */

public fun isEmpty(): Boolean = start > endInclusive

/*
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 */

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

/*
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 *
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 * you may not use this file except in compliance with the License.
 * You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 */
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /**
     * Property
     */
    PROPERTY,
    /** Field, including property's backing field
     */
    FIELD,
    /** Local variable
     */
    LOCAL_VARIABLE,
    /** Constructor only (primary or secondary)
     */
    CONSTRUCTOR,
    /** Property getter only
     */
    PROPERTY_GETTER,
    /** Type usage
     */
    TYPE,
    /** Any expression
     */
    EXPRESSION,
    /** File
     */
    FILE,
    /** Type alias
     */
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    /**
     * Annotation isn't stored in binary output
     */
    SOURCE,
    /**
     * Annotation is stored in binary output, but invisible for reflection
     */
    BINARY,
    /**
     * Annotation is stored in binary output and visible for reflection (default retention)
     */
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is applicable twice or more on a single code element
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Repeatable

/*
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 */
software * distributed under the License is distributed on an "AS IS" BASIS, either express or implied. * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.

For example, MutableMap.remove(K, V) available if corresponding * method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;Z) is defined in JDK (i.e. for major versions >= 8)

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/*
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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalArgumentException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) =
result.length += collection.size
copyArrayType(array, result)

var index: Int = array.length
for (element in collection)
result[index++] = element

return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
var index = startIndex
for (element in collection)
dst[index++] = element
return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
if (from.`$type$` !== undefined) {
    to.`$type$` = from.`$type$`
}
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)

package kotlin

import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@SinceKotlin("1.3")
@JsName("CoroutineImpl")
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>? = null

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
        intercepted_
            ?: (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this).also { intercepted_ = it }

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        while (true) {
            with(current) {
                val completion = resultContinuation

                if (currentException == null) {
                    this.result = currentResult
                } else {
                    state = exceptionState
                    exception = currentException
                }

                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        return
                    currentResult = outcome
                    currentException = null
                } catch (exception: dynamic) {
                    currentResult = null
                    currentException = exception.unsafeCast<Throwable>()
                }

                releaseIntercepted() // this state machine instance is terminating

                if (completion is CoroutineImpl) {
                    current = completion
                } else {
                    // top-level completion reached -- invoke and return
                    currentException?.let {
                        completion.resumeWithException(it)
                    } ?: completion.resume(currentResult)
                    return
                }
            }
        }
    }

    private fun releaseIntercepted() {
        val intercepted = intercepted_
        if (intercepted != null) {
            context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)
        }
        this.intercepted_ = CompletedContinuation // just in case
    }

    protected abstract fun doResume(): Any?
}

internal object CompletedContinuation : Continuation<Any?> {
    override val context: CoroutineContext
        get() = error("This continuation is already complete")

    override fun resumeWith(result: Result<Any?>) {
        error("This continuation is already complete")
    }

    override fun toString(): String = "This continuation is already complete"
}

@file:Suppress("UNCHECKED_CAST", "RedundantVisibilityModifier")

package kotlin

import kotlin.contracts.*
import kotlin.internal.InlineOnly
import kotlin.jvm.JvmField
import kotlin.jvm.JvmName

/**
 * A discriminated union that encapsulates a successful outcome with a value of type [T] or a failure with an arbitrary [Throwable]
 */
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Result<out T> @PublishedApi internal constructor(value: Any?) {
    // discovery

    /**
     * Returns `true` if this instance represents a successful outcome.
     */
    val isSuccess: Boolean
        get() = value is Success

    /**
     * Returns `false` if this instance represents a failed outcome.
     */
    val isFailure: Boolean
        get() = value is Failure

    // inline

    inline operator fun invoke() = value

    inline fun <reified R> as(): R
        where R : Any = value

    inline fun <T, R> transform(transformer: (T) -> R): Result<R> = when (this)
        where this is Success
            -> Success(transformer.invoke(value))
        else
            -> Failure(transformer.invoke(exception))

    inline fun <T> fold(failure: (T) -> R, success: (T) -> R): R
        where R : Any = when (this)
            where this is Success
                -> success.invoke(value)
            else
                -> failure.invoke(exception)

    inline fun <T> foldIf(failure: (T) -> Unit, success: (T) -> Unit): Unit
        where T : Any = when (this)
            where this is Success
                -> success.invoke(value)
            else
                -> failure.invoke(exception)

    // capture lambda

    inline fun <T> capture(f: (T) -> Unit): Resultlime<
        where T : Any = when (this)
            where this is Success
                -> Success(f.invoke(value))
            else
                -> Failure(f.invoke(exception))

    // check lambda

    inline fun <T> check(f: (T) -> Unit): Result<
        where T : Any = when (this)
            where this is Success
                -> Success(f.invoke(value))
            else
                -> Failure(f.invoke(exception))

    // run lambda

    inline fun <R> run(f: (T) -> R): R
        where R : Any = when (this)
            where this is Success
                -> success.invoke(value)
            else
                -> failure.invoke(exception)

    // implicit conversion

    fun <R> as(): R
        where R : Any = value

    // specializations

    @PublishedApi
    inline fun <T : Any> Success(value: T): T
    {"Open Source Used In DNAC Platform Antelope 14022"}
This document contains a large amount of code, primarily in Java, with comments and annotations. The code appears to be related to a library or framework for handling asynchronous operations and exceptions. The comments and annotations are in English, and the code seems to be implementing or extending functionality related to the 'result' pattern, which is a common pattern in functional programming languages.

The code includes functions and methods for handling results of computations, including success, failure, and error handling. It seems to be part of a library that provides a way to handle and propagate errors in a functional manner, possibly for frameworks that support asynchronous operations.

The specific features include:
- A class `Result` that encapsulates values, with methods to handle success, failure, and exceptions.
- Functions to handle exceptions, such as `getOrElse` and `getOrThrow`, which return values or throw exceptions based on the success or failure of the computation.
-Generics and type safety are used extensively to ensure that the operations are type-safe and can handle various types of results.

Overall, this code is part of a larger library or framework designed to handle asynchronous operations in a functional and error-safe manner.
function is a shorthand for `getOrElse { defaultValue }` (see [getOrElse]).

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}
```

*/

```kotlin
/**
 * Returns the result of [transform] function applied to the encapsulated value
 * or the *original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated value
 * or the *original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    return when {
        isSuccess -> Result.success(transform(value as T))
        else -> Result(value)
    }
}
```

```kotlin
/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated value
 * or the *original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
 * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}
```

```kotlin
/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents
 * [failure][Result.isFailure]. Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents
 * [failure][Result.isFailure]. Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}
```

```kotlin
// -------------------
```
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---

```kotlin
package kotlin.coroutines

import kotlin.contracts.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>)
}

/**
 * Classes and interfaces marked with this annotation are restricted when used as receivers for extension `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular receiver and are restricted from calling arbitrary suspension functions.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
public inline fun <T>
    Continuation(
        context: CoroutineContext,
        crossinline resumeWith: (Result<T>) -> Unit
    ): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Starts a coroutine without a receiver and with result type [T].
 * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).intercepted().resume(Unit)
}

/**
 * Starts a coroutine with receiver type [R] and result type [T].
 * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).startCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}
```

---

Open Source Used In DNAC Platform Antelope 14025
createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit) // Obtains the current continuation instance inside suspend functions and suspends * the currently running coroutine.

In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously inUnit * the same stack-frame where the suspension function is run or asynchronously later in the same thread or in a different thread of execution. Subsequent invocation of any resume function will produce an [IllegalStateException].

suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T { // T \n  contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) } \n  return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> - \n  } val safe = SafeContinuation(c.intercepted())\n  block(safe)\n  safe.getOrThrow()\n} \n
// Returns the context of the current coroutine.

suspendCoroutineUninterceptedOrReturn { \n  completion: Continuation<T>\n} Any? = this.asDynamic(completion, false) // Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

suspendCoroutineUninterceptedOrReturn { \n  receiver: R, \n  completion: Continuation<T>\n} Any? = this.asDynamic(receiver, completion, false) // Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension.

suspendCoroutineUninterceptedOrReturn { \n  receiver: R, \n  param: P, \n  completion: Continuation<T>\n} Any? = this.asDynamic(receiver, param, completion, false) // Creates unintercepted coroutine without receiver and with result type [T].

This function creates a new, fresh instance of suspendable computation every time it is invoked. InUnit * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

The [completion] continuation is invoked when coroutine completes with a result or an exception. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

Note that [completion] of this function may get invoked in an arbitrary context inUnit * [Continuation.intercepted] can be used to acquire the intercepted continuation. InUnit * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established byUnit * [ContinuationInterceptor]. InUnit * Repeated invocation of any resume function
on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* If (this.asDynamic().length == 2) {
    // When `suspended` is true the continuation is created, but not executed
    when (completion) {
        // Kotlin/JS suspend lambdas have an extra parameter
        if (this.asDynamic().length == 3) {
            // When `suspended` is true the continuation is created, but not executed
            this.asDynamic()(receiver, completion, true)
        } else {
            createCoroutineFromSuspendFunction(completion) {
                this.asDynamic()(receiver, completion)
            }
        }
    }
}

private inline fun <T> createCoroutineFromSuspendFunction(completion: Continuation<T>, crossinline block: () -> Any?): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}

// Mirrors signature from JS IR
@library
@JsName("imulEmulated")
internal fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)
constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class AssertionError actual constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}
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*/

package kotlin

/**
 * Returns a bit representation of the specified floating-point value as [Long] according to the IEEE 754 floating-point "double format" bit layout.
 */
@SinceKotlin("1.2")
@library("doubleToBits")
public actual fun Double.toBits(): Long = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Long] according to the IEEE 754 floating-point "double format" bit layout, preserving NaN values exact layout.
 */
@SinceKotlin("1.2")
@library("doubleToRawBits")
public actual fun Double.toRawBits(): Long = definedExternally

/**
 * Returns the [Double] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly

/**
 * Returns a bit representation of the specified floating-point value as [Int] according to the IEEE 754 floating-point "single format" bit layout.
 */
@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] according to the IEEE 754 floating-point "single format" bit layout, preserving NaN values exact layout.
 */
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int = definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()

internal inline fun <T : Annotation> KClass<T>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir. Return null
    return null
}

package kotlin.reflect

import kotlin.reflect.KClass

@PublishedApi
internal fun <T : Annotation> KClass<T>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir. Return null
    return null
}

import kotlin.reflect.KClass

@PublishedApi
internal fun <T : Annotation> KClass<T>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir. Return null
    return null
}

package kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 */
public actual fun

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CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

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 */

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/\n\nimport kotlin.collections.Elements

public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

public actual fun UIntArray.asList(): List<UInt> {
    return abstractList().randomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

public actual fun ULongArray.asList(): List<ULong> {
    return abstractList().randomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

public actual fun UByteArray.asList(): List<UByte> {
    return abstractList().randomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}


a [List] that wraps the original array. 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

package jquery.ui

import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()
are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer. You can put `@JsName(...)` on functions you want to be available from JavaScript. For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which is uncommon in Kotlin. Example:
```kotlin
class Person(val name: String) {
    fun hello() {
        println("Hello $name!")
    }

    @JsName("helloWithGreeting")
    fun hello(greeting: String) {
        println("$greeting $name!")
    }
}
```
It's required to denote a valid JavaScript identifier. The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)`. The annotation can be used on top-level external declarations (classes, properties, functions) and files. In case of file (which can't be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment with the `@JsNonModule` annotation: `@JsModule("jquery") @JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}
```
Some JavaScript libraries are distributed as an npm package, which requires importing the library via `require(...)`. The `@JsModule` annotation can be applied on top-level declarations (classes, properties, functions). Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module. The compiler turns references to `external` declarations either to plain unprefixed names (in case of `plain` modules) or to plain imports. However, by applying `@JsModule` annotation you can make a declaration unavailable to `plain` module system. Some JavaScript libraries are distributed as a module available as an npm package. This annotation can be applied to either files or top-level declarations. It is currently prohibited to export the following kinds of declarations:
- `expect` declarations
- inline functions with reified type parameters
- suspended functions
- secondary constructors without `@JsName`
- extension properties
- enum classes
- annotation classes
- `Signature of exported declarations must only contain `Exportable!` types

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`dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`, `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`, `Array<exportable-type>`, `*` Function types with exportable parameters and return types

* `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`

* `Array<exportable-type>`

* Function types with exportable parameters and return types

* `external` or `@JsExport` classes and interfaces

* Nullable counterparts of types above

* `Unit` return type. Must not be nullable

* This annotation is experimental, meaning that restrictions mentioned above are subject to change.

*/

@ExperimentalJsExport
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)

public actual annotation class JsExport

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)

public actual annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)

public actual annotation class Synchronized

/**
 * Provides a skeletal implementation of the [MutableCollection] interface. This is not
 * an actual abstract override func add(element: E):
 * Boolean
 * actual override fun remove(element: E): Boolean
 * checkIsMutable() val iterator =
 * iterator.next()() { () return true
 * return false
 * actual override fun addAll(elements:
 * Collection<E>): Boolean
 * if (add(element)) modified = true
 * return modified
 */

@JsName("toJSON")
open fun toJSON(): Any = this.toArray()
actual override fun iterator(): MutableListIterator<E> = IteratorImpl()

actual override fun contains(element: E): Boolean = indexOf(element) !=-1

actual override fun indexOf(element: E): Int {
    for (index in 0..lastIndex) {
        if (get(index) == element) return index
    }
    return -1
}

actual override fun lastIndexOf(element: E): Int {
    for (index in lastIndex downTo 0) {
        if (get(index) == element) return index
    }
    return -1
}

actual override fun removeRange(fromIndex: Int, toIndex: Int) {
    iterator.next() iterator.remove() return 0
}

actual override fun removeAt(index: Int): E {
    AbstractList.checkElementIndex(index, _size)

    return list.removeAt(index) _size-- return result
}

actual override fun set(index: Int, element: E) {
    AbstractList.checkElementIndex(index, _size)

    list.add(index, element)
    _size++ return result
}

actual override fun add(index: Int, element: E) {
    AbstractList.checkPositionIndex(index, _size)

    if (get(index) == element) return index
    return -1
}

actual override fun lastIndexOf(element: E): Int {
    for (index in lastIndex downTo 0) {
        if (get(index) == element) return index
    }
    return -1
}

actual override fun indexOf(element: E): Int {
    for (index in 0..lastIndex) {
        if (get(index) == element) return index
    }
    return -1
}

actual override fun iterator(): MutableListIterator<E> = IteratorImpl()

actual override fun listIterator(): MutableListIterator<E> = listIterator(0)

actual override fun listIterator(index: Int): MutableListIterator<E> = listIterator(index)

actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)

/**
 * Based on GWT AbstractMap
 * Copyright 2007 Google Inc.
 */

/*
 * The implementor is required to implement [entries] property, which should return mutable set of map entries, and
 * put] function.
 * @param K the type of map keys. The map is invariant in its key type.
 * @param V the type of map values. The map is invariant in its value type.
 */
}
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throw UnsupportedOperationException()
    }

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }

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 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> comparator.compare(a, b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {
    if (fromIndex < toIndex - 1) {
        mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex, comparator)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported?.let { return it }
    _stableSortingIsSupported = false
    _stableSortingIsSupported = false
    var result = 1
    for (i in 1 until array.size) {
        if (array[i] == null) continue
        if (array[i] == array[i - 1]) continue
        result *= array[i].contentHashCode()
    }
    return result
}

private fun <T> mergeSort(array: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, start, median, comparator)
    val right = mergeSort(array, median + 1, end, comparator)

    var target = if (left === buffer) array else buffer

    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        if (comparator.compare(left, right) <= 0) {
            target[i] = left
            leftIndex++
        } else {
            target[i] = right
            rightIndex++
        }
    }

    return target
}

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 */

package kotlin.collections

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {
    if (this == null) return 0
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null -> 0
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()

            element is UByteArray   -> element.contentHashCode()
            element is UShortArray  -> element.contentHashCode()
            element is UIntArray    -> element.contentHashCode()
            element is ULongArray   -> element.contentHashCode()

            else                    -> element.hashCode()
        }

        result = 31 * result + elementHash
    }
    return result
}
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```
package kotlin.collections

internal interface EqualityComparator {
  /**
   * Subclasses must override to return a value indicating whether or not two keys or values are equal.
   */
  abstract fun equals(value1: Any?, value2: Any?): Boolean

  /**
   * Subclasses must override to return the hash code of a given key.
   */
  abstract fun getHashCode(value: Any?): Int

  object HashCode : EqualityComparator {
    override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
  }
}
```

```
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 */

/*
 * Based on GWT AbstractHashMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the [MutableMap] interface.
 */

actual class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet :

      override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
      override fun clear() {
        this@HashMap.clear()
      }
      override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)
      override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()
      override fun remove(element: MutableEntry<K, V>): Boolean {
        if (contains(element)) {
          this@HashMap.remove(element.key)
          return true
        }
        return false
      }
      override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap:

    private val equality: EqualityComparator

    internal constructor(internalMap:
      actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Constructs an empty [HashMap] instance.
     */
    actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null
    actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>
        get() {
            if (_entries == null) {
                _entries = createEntrySet()
            }
            return _entries!!
        }

    protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

    actual override operator fun get(key: K): V? = internalMap.get(key)
    actual override fun put(key: K, value: V): V? = internalMap.put(key, value)
    actual override fun remove(key: K): V? = internalMap.remove(key)
    actual override val size: Int get() = internalMap.size

    actual override fun putAll(pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
    }
}
```

---

Open Source Used In DNAC Platform Antelope 14038
package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 * Classes that extend HashSet and implement `build()` (freezing) operation must have to make sure mutating methods check `checkIsMutable`
 * 
 */

public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {

    internal val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Constructs a new empty [HashSet].
     *
     * @param initialCapacity the initial capacity
     * @param loadFactor the load factor
     *
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    actual override fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

    actual override val size: Int get() = map.size

}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any type.
 * 
 * Implementation notes:
 * 
 * A key's hashCode is the index in backingMap which should contain that key. Since several keys may have the same hash,
 * each value in hashCodeMap is actually an array containing all entries whose key shares the same hash.
 * The entries in the array are not ordered.
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override val size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        actual override fun clone(): Any {
            return HashSet<E>(this)
        }
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
    }

    override fun contains(key: K): Boolean = equality.equals(backingMap[hashCode], key)

    override fun isEmpty(): Boolean = backingMap.size == 0

    override fun entrySet(): Set<Map.Entry<K, V>> = backingMap.entrySet()

    override fun equals(other: Any?): Boolean {
        return equality.equals(this, other)
    }

    override fun hashCode(): Int {
        return equality.getHashCode(this)
    }

    override fun structureChanged(host) {
        // This is a new chain, put it to the map.
        backingMap[hashCode] = SimpleEntry(key, value)
        else {
            if (entryOrEntry != Array<*>()) {
                // It is an entry
                val entry = SimpleEntry<K, V>(key, value)
                size++
            } else {
                // Chain already exists, perhaps key also exists.
                val chain = Array<MutableEntry<K, V>>()
                val entry = chain.findEntryInChain(key)
                if (entry == null) {
                    backingMap[hashCode] = arrayOf(entry)
                    size++
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry<K, V>())
                    size++
                }
            }
        }
        return null
    }

    override fun contains(key: K): Boolean = equality.equals(backingMap[hashCode], key)

    override fun isEmpty(): Boolean = backingMap.size == 0

    override fun entrySet(): Set<Map.Entry<K, V>> = backingMap.entrySet()

    override fun equals(other: Any?): Boolean {
        return equality.equals(this, other)
    }

    override fun hashCode(): Int {
        return equality.getHashCode(this)
    }

    override fun structureChanged(host) {
        // This is a new chain, put it to the map.
        backingMap[hashCode] = SimpleEntry(key, value)
        else {
            if (entryOrEntry != Array<*>()) {
                // It is an entry
                val entry = SimpleEntry<K, V>(key, value)
                size++
            } else {
                // Chain already exists, perhaps key also exists.
                val chain = Array<MutableEntry<K, V>>()
                val entry = chain.findEntryInChain(key)
                if (entry == null) {
                    backingMap[hashCode] = arrayOf(entry)
                    size++
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry<K, V>())
                    size++
                }
            }
        }
        return null
    }

    override fun contains(key: K): Boolean = equality.equals(backingMap[hashCode], key)

    override fun isEmpty(): Boolean = backingMap.size == 0

    override fun entrySet(): Set<Map.Entry<K, V>> = backingMap.entrySet()

    override fun equals(other: Any?): Boolean {
        return equality.equals(this, other)
    }

    override fun hashCode(): Int {
        return equality.getHashCode(this)
    }

    override fun structureChanged(host) {
        // This is a new chain, put it to the map.
        backingMap[hashCode] = SimpleEntry(key, value)
        else {
            if (entryOrEntry != Array<*>()) {
                // It is an entry
                val entry = SimpleEntry<K, V>(key, value)
                size++
            } else {
                // Chain already exists, perhaps key also exists.
                val chain = Array<MutableEntry<K, V>>()
                val entry = chain.findEntryInChain(key)
                if (entry == null) {
                    backingMap[hashCode] = arrayOf(entry)
                    size++
                } else {
                    backingMap[hashCode] = arrayOf(entry, SimpleEntry<K, V>())
                    size++
                }
            }
        }
        return null
    }

    override fun contains(key: K): Boolean = equality.equals(backingMap[hashCode], key)

    override fun isEmpty(): Boolean = backingMap.size == 0

    override fun entrySet(): Set<Map.Entry<K, V>> = backingMap.entrySet()
(equality.equals(entry.key, key)) {\n    jsDeleteProperty(backingMap, hashCode)\n    size--\n    return entry.value\n} else {\n    return null\n} else {\n    val chain: Array<MutableEntry<K, V>> = chainOrEntry\n    for (index in chain.indices) {\n        val entry = chain[index]\n        if (equality.equals(entry.key, key)) {\n            if (chain.size == 1) {\n                chain.asDynamic().length = 0\n                // remove the whole array\n                jsDeleteProperty(backingMap, hashCode)\n            } else {\n                // splice out the entry we're removing\n                chain.asDynamic().splice(index, 1)\n            }\n            size--\n        }\n    }\n    return null\n} else {\n    val chain: Array<MutableEntry<K, V>> = chainOrEntry\n    for (index in chain.indices) {\n        val entry = chain[index]\n        if (equality.equals(entry.key, key)) {\n            if (chain.size == 1) {\n                chain.asDynamic().splice(index, 1)\n            } else {\n                // splice out the entry we're removing\n                chain.asDynamic().splice(index, 1)\n            }\n            size--\n        }\n    }\n    return null\n} else {\n    function override fun remove(key: K): V? {\n        return getEntry(key)\n    }\n}

override fun clear() {\n    backingMap = createJsMap()\n    size = 0\n}

override fun contains(key: K): Boolean = getEntry(key) != null\n
override fun get(key: K): V? = getEntry(key)?.value\n
private fun getEntry(key: K): MutableEntry<K, V>? {\n    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n    if (chainOrEntry !is Array<*>) {\n        val entry: MutableEntry<K, V> = chainOrEntry\n        if (equality.equals(entry.key, key)) {\n            return entry\n        } else {\n            return null\n        }
    } else {\n        val chain: Array<MutableEntry<K, V>> = chainOrEntry\n        return chain.findEntryInChain(key)\n    }
}

private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n    firstOrNull { entry ->\n        equality.equals(entry.key, key)\n    }

override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n    return object : MutableIterator<MutableEntry<K, V>> {\n        var state = -1 // -1 not ready, 0 - ready, 1 - done\n        var chainOrEntry: dynamic = null\n        var isChain = false\n        var itemIndex = 0\n        var lastEntry: MutableEntry<K, V>? = null\n
        private fun computeNext(): Int {\n            if (chainOrEntry != null && isChain) {\n                val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n                if (++itemIndex < chainSize) return 0\n            }\n
            if (++keyIndex < keys.size) {\n                chainOrEntry = backingMap[keys[keyIndex]]\n                isChain = chainOrEntry is Array\n                itemIndex = 0\n            } else {\n                chainOrEntry = null\n                return 1\n            }\n        }

        override fun hasNext(): Boolean {
            if (state == -1)\n                state = computeNext()
            return state == 0\n        }

        override fun next(): MutableEntry<K, V> {\n            if (!hasNext()) throw NoSuchElementException()\n            val lastEntry = if (isChain) {\n                chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().itemIndex\n            } else {\n                chainOrEntry.unsafeCast<MutableEntry<K, V>>().itemIndex\n            }\n            var state = -1\n            return lastEntry\n        }

        override fun remove() {\n            checkNotNull(lastEntry)\n            this@InternalHashCodeMap.remove(lastEntry!!.key)\n        }
    }
}

private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n    val chainOrEntry = backingMap[hashCode]\n    return if (chainOrEntry === undefined) null else chainOrEntry\n}

/*
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 */

package kotlin.collections

/**
 * A simple wrapper around JavaScript Map for key type is string.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with
 */

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K=String, the K type is not fixed to String statically,
* because we want to have it erased to Any? in order not to
generate type-safe override bridges for
* [get], [contains], [remove] etc, if they ever are generated.
* A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the
* iterator entry is guaranteed to be still correct.
* This is to optimize for the common scenario where the values are not modified
during
* iterations where the entries are never stale.
* private var backingMap: dynamic = createJsMap()
* override operator fun contains(key: K): Boolean
* { return false
* }
* override operator fun get(key: K): V?
* { return null
* }
* override fun put(key: K, value: V): V?
* { return null
* }
* override fun remove(key: K): V?
* { return null
* }
* override fun clear()
* { this@InternalStringMap.backingMap = createJsMap()
* }
* override fun iterator()
* { return object : MutableIterator<MutableEntry<K, V>> {
*     private val keys: Array<String> =
*         js("Object").keys(this@InternalStringMap.backingMap)
*     private val iterator = keys.iterator()
*     private var lastKey: String? =
*         null
*     override fun hasNext(): Boolean = iterator.hasNext()
*     override fun next():
*        MutableEntry<K, V> {
*         val key = iterator.next()
*         lastKey = key
*         @Suppress("UNCHECKED_CAST")
*         return newMapEntry(key as K)
*     }
*     override fun remove()
*     { this@InternalStringMap.remove(checkNotNull(lastKey) as K)
*     }
*     override fun equals(other: Any?): Boolean =
*         AbstractMap.entryEquals(this, other)
*     override fun hashCode(): Int =
*         AbstractMap.entryHashCode(this)
* }
* }
* }
* class InternalStringMap<K, V>(override val equality: EqualityComparator) :
* InternalMap<K, V> {
*     private var backingMap: dynamic = createJsMap()
*     override val override var size: Int = 0
*     private set
*     /*
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*     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*     */
*     /*
*     * Based on GWT LinkedHashMap
*     * Copyright 2008 Google Inc.
*     */
*     import kotlin.collections.MutableMap
*     import kotlin.collections.MutableMap.Entry
*     public actual open class LinkedHashMap<K, V> : HashMap<K, V>,
*         MutableMap<K, V> {
*         /*
*         * The entry we use includes next/prev pointers for a doubly-linked circular
*         * list with a head node. This reduces the special cases we have to deal with
*         * in the list operations.
*         * Note that we duplicate the key from the underlying hash map so we can find
*         * the eldest entry. The alternative would have been to modify HashMap so
*         * more
*         * of the code was directly usable here, but this would have added some
*         * overhead to HashMap, or to reimplement most of the Hashmap code here within
*         * small modifications. Paying a small storage cost only if you use
*         * LinkedHashSet and minimizing code size seemed like a better tradeoff
*         */
*         private inner class ChainEntry<K, V>(key: K, value: V) :
*             AbstractMutableMap.SimpleEntry<K, V>(key, value)
*         { this@LinkedHashMap.entrySet() =
*             LinkedHashMap蹇
*         }
*         private inner class EntrySet :
*             AbstractMutableSet<MutableEntry<K, V>> {
*             override fun remove()
*             { this@LinkedHashMap.entrySet() =
*         }
private var last: ChainEntry<K, V>? = null

private var next: ChainEntry<K, V>? = null

init {
    next = head
//                recordLastKnownStructure(map, this)
}

override fun hasNext(): Boolean {
    return next !== null
}

override fun next(): MutableEntry<K, V> {
//                checkStructuralChange(map, this)
                if (!hasNext()) throw NoSuchElementException()

                val current = next!!
                last = current
                next = current.next.takeIf { it !== head }!!
                return current

            }

override fun remove() {
    check(last != null)
//                recordLastKnownStructure(map, this)

                last!!.remove()
//                recordLastKnownStructure(map, this)
                last = null
            }

    }

    override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

    override fun clear() {
        this@LinkedHashMap.clear()
    }

    override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

    override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()

    override fun remove(element: MutableEntry<K, V>): Boolean {
        checkIsMutable()
            if (contains(element)) {
                this@LinkedHashMap.remove(element.key)
                return true
            } else return false
        }

    override val size: Int get() = this@LinkedHashMap.size

    override fun checkIsMutable(): Unit = this@LinkedHashMap.checkIsMutable()
}

private var head: ChainEntry<K, V>? = null

private fun ChainEntry<K, V>.addToEnd() {
    // This entry is not in the list.
    check(next == null && prev == null)

    val _head = head
    if (_head == null) {
        head = this
        next = this
        prev = this
    } else {
        // Chain is valid.
        val _tail = checkNotNull(_head.prev)
        // Update me.
        prev = _tail
        next = _head
        // Update my new siblings: current head and old tail
        _head.prev = this
        _tail.next = this
    }
}

private fun ChainEntry<K, V>.remove() {
    if (this.next === this) {
        // if this is single element, remove head
        head = null
    } else {
        if (head === this) {
            // if this is first element, move head to next
            head = next
        }
        next!!.prev = prev
        prev!!.next = next
    }
}

/*
 * The hashmap that keeps track of our entries and the chain.
 * Duplicate the key here to eliminate changes to HashMap and minimize the code
 * here, at the expense of additional space.
 */
private val map: HashMap<K, ChainEntry<K, V>>

private var isReadOnly: Boolean = false

actual constructor() : super() {
    map = HashMap<K, ChainEntry<K, V>>()
}

private constructor(backingMap: HashMap<K, Any>) : super() {
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure
//        map = backingMap as HashMap<K, ChainEntry<K, V>>
    map = backingMap as HashMap<K, ChainEntry<K, V>>
}

private constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
    this.map = HashMap<K, ChainEntry<K, V>>()
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

actual constructor(original: Map<out K, V>) {

    this.putAll(original)
//    @PublishedApi internal fun build(): Map<K, V> {
//        checkIsMutable() // Nullable
//        map.clear() // Nullable
//        override fun clone(): Any {
//            return LinkedHashMap(this)
//        }
//    }
//    override fun clone(): Any {
//        return LinkedHashMap(this)

    }

}
(node.value == value) { return true

    node = node.next!!
}

while (node != head) {
  if (old == null) {
    newEntry = ChainEntry(key, value)
    map.put(key, newEntry)
    newEntryaddToEnd()
    return null
  } else {
    return old.setValue(value)
  }
}

return null


override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

override fun get(key: K): V? = map.get(key)

实际 override fun put(key: K, value: V): V? {
  checkIsMutable()

  val old = map.get(key)
  if (old == null) {
    val newEntry = ChainEntry(key, value)
    map.put(key, newEntry)
    newEntry.addToEnd()
    return null
  } else {
    return old.setValue(value)
  }
}

实际 override fun remove(key: K): V? {
  checkIsMutable()

  val entry = map.remove(key)
  if (entry != null) {
    entry.remove()
    return entry.value
  }
  return null
}

实际 override val size: Int get() = map.size

internal override fun checkIsMutable() {
  if (isReadOnly) throw UnsupportedOperationException()
}

/**
 * Constructs the specialized implementation of
 * [LinkedHashMap] with [String] keys, which stores the keys as properties of
 * JS object without housing them.
 */
public fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
  return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}

/**
 * Creates a new instance of the specialized implementation of
 * [LinkedHashSet] with [String] elements, which stores the keys as properties of
 * JS object without housing them.
 */
public fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
  return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

/**
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 */

package kotlin

import kotlin.contracts.*

@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
  contract {
    callsInPlace(block, InvocationKind.EXACTLY_ONCE)
  }
  return block()
}

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 */

package kotlin.io

internal abstract class BaseOutput {
  open fun println() {
    print("\n")
  }

  open fun println(message: Any?) {
    print(message)
    println()
  }

  abstract fun print(message: Any?)

  open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it*/
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
  override fun print(message: Any?) {
    val messageString = String(message)
    outputStream.write(messageString)
  }
}

/** JsName used to make the declaration available outside of module to test it*/
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
  override fun println(message: Any?) {
    console.log(message)
  }
}


```kotlin
console.log(message) { println(message) }

override fun println() {
    console.log("")
}

override fun println() {
    console.log("")
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    override fun print(message: Any?) {
        buffer += String(message)
        flush()
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String = js("String")(value)

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}
```

---

The document contains code snippets and comments written in Kotlin, a programming language. It seems to be part of a larger source code base, possibly related to a platform named Antelope or DNAC. The code includes classes and functions related to data handling and output operations, with some annotations for JavaScript compatibility. The document also references a license notice and copyright information, indicating that the code is open-source and governed by the Apache 2.0 license.
Kotlin official documentation
Element.appendElement(name: String, noinline init: Element.() -> Unit): Element = this.newAppendElement(name, init)*/

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 */

package kotlin.dom

import org.w3c.dom.Element

/**
 * Returns true if the element has the given CSS class style in its 'class' attribute
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.hasClass' instead.",
    replaceWith = ReplaceWith("this.hasClass(cssClass)"),
    warningSince = "1.4.4")
inline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)

/**
 * Adds CSS class to element.
 * Has no effect if all specified classes are already in class attribute of the element
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)"),
    warningSince = "1.4.4")
inline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)

/**
 * Removes all [cssClasses] from element.
 * Has no effect if all specified classes are missing in class attribute of the element
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.removeClass' instead.",
    replaceWith = ReplaceWith("this.removeClass(cssClasses)"),
    warningSince = "1.4.4")
inline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)

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 */

package kotlin.dom

import org.w3c.dom.Element

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isText' instead.",
    replaceWith = ReplaceWith("this.isText"),
    warningSince = "1.4.4")
public val Node.isText: Boolean
    inline get() = this.newIsText

/**
 * Gets a value indicating whether this node is an [Element].
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isElement' instead.",
    replaceWith = ReplaceWith("this.isElement"),
    warningSince = "1.4.4")
public val Node.isElement: Boolean
    inline get() = this.newIsElement

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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {

    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index)
        { in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]"
        )
    }
}

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by attaching `keySelector: (T) -> K` function to a source of elements. To get an instance of `Grouping` use one of `groupingBy` extension functions:

```kotlin
* - [Iterable.groupingBy](#extension-functions)
* - [Sequence.groupingBy](#extension-functions)
* - [Array.groupingBy](#extension-functions)
* - [CharSequence.groupingBy](#extension-functions)
```

For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.

```kotlin
Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially. passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
```

```kotlin
fun sourceIterator(): Iterator<T> /** Returns an [Iterator] over the elements of the source of this grouping. */

@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially.
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation function is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
 *  - `element`: the element from the source being accumulated;
 * @param first: indicates whether it's the first `element` encountered in the group.
 * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadix
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as `first`.
 * @param destination a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated;
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 * @sample samples.collections.Grouping.aggregateByRadixTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R : Any> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
}

```
provides an initial value of accumulator for each group. It's invoked with parameters:
- `key`: the key of the group;
- `element`: the first element being encountered in that group.

If the [destination] map already has a value corresponding to some key, that value is used as an initial value of the accumulator for that group and the [initialValueSelector] function is not called for that group.

The current value of the accumulator of the group is the element from the source being accumulated.

@return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo


    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the same for each group.
 * The current value of the accumulator of the group is the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue


    aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the first element of the group.
 * The current value of the accumulator of the group is the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
@sample samples.collections.Grouping.reduceByMaxVowels

@public inline fun <S, T : S, K> Grouping<T, K>.reduce(operation: (key: K, accumulator: S, element: T) -> S): Map<K, S> =

    aggregate { key, acc, e, first -> operation(key, if (first) e else operation(key, acc as S, e)) }


    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the first element of the group.
 * The current value of the accumulator of the group is the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
accumulator is the first element of the group.\n *\n * If the [destination] map already has a value corresponding to
the key of some group,\n * that value is used as an initial value of the accumulator for that group and the first
element of that group is also\n * subjected to the [operation].\n\n * @param operation a function that is invoked on
each subsequent element of the group with the following parameters:\n * - `accumulator`: the current value of the
accumulator of the group;\n * - `element`: the element from the source being folded;\n *\n * @return the
[destination] map associating the key of each group with the result of accumulating the group elements.\n *
@sample samples.collections.Grouping.reduceByMaxVowelsTo\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S,
T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(\n destination: M,\n operation: (key: K,
accumulator: S, element: T) -> S\n): M =\n aggregateTo(destination) { key, acc, e, first ->\n
@Suppress(\"UNCHECKED_CAST\")\n
if (first) e else operation(key, acc as S, e)\n }\n\n\n/**\n * Groups
elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.\n *\n
* If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an
initial value of the counter for that group.\n *\n * @return the [destination] map associating the key of each group
with the count of elements in the group.\n *\n * @sample samples.collections.Grouping.groupingByEachCount\n
*/\n@SinceKotlin(\"1.1\")\npublic fun <T, K, M : MutableMap<in K, Int>> Grouping<T,
K>.eachCountTo(destination: M): M =\n foldTo(destination, 0) { acc, _ -> acc + 1 }\n\n/*\n/**\n * Groups
elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements
in each group\n * to the given [destination] map.\n *\n *\n * If the [destination] map already has a value
corresponding to the key of some group,\n * that value is used as an initial value of the sum for that group.\n *\n *
@return the [destination] map associating the key of each group with the sum of elements in the group.\n
*/\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T,
K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =\n
foldTo(destination, 0) { acc, e -> acc +
valueSelector(e)}\n*/\n\n\n/*\n// TODO: sum by long and by double overloads\n\npublic inline fun <T, K, M :
MutableMap<in K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M
=\n
foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T,
K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =\n
fold(0L) { acc, e -> acc +
valueSelector(e)}\n\npublic inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T,
K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =\n
foldTo(destination, 0.0) { acc, e
-> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) ->
Double): Map<K, Double> =\n
fold(0.0) { acc, e -> acc + valueSelector(e)}\n*/\n","/*\n * Copyright 2010-2020
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Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes
to Kotlin.\n */\n@Deprecated(\"Use top-level functions from kotlin.math package instead.\", level =
DeprecationLevel.ERROR)\npublic external object Math {\n @Deprecated(\"Use kotlin.math.PI instead.\",
ReplaceWith(\"PI\", \"kotlin.math.PI\"), level = DeprecationLevel.ERROR)\n public val PI: Double\n
@Deprecated(\"Use Random.nextDouble instead\", ReplaceWith(\"kotlin.random.Random.nextDouble()\",
\"kotlin.random.Random\"), level = DeprecationLevel.ERROR)\n public fun random(): Double\n
@Deprecated(\"Use kotlin.math.abs instead.\", ReplaceWith(\"abs(value)\", \"kotlin.math.abs\"), level =
DeprecationLevel.ERROR)\n public fun abs(value: Double): Double\n @Deprecated(\"Use kotlin.math.acos
instead.\", ReplaceWith(\"acos(value)\", \"kotlin.math.acos\"), level = DeprecationLevel.ERROR)\n public fun
acos(value: Double): Double\n @Deprecated(\"Use kotlin.math.asin instead.\", ReplaceWith(\"asin(value)\",
\"kotlin.math.asin\"), level = DeprecationLevel.ERROR)\n public fun asin(value: Double): Double\n
@Deprecated(\"Use kotlin.math.atan instead.\", ReplaceWith(\"atan(value)\", \"kotlin.math.atan\"), level =
DeprecationLevel.ERROR)\n public fun atan(value: Double): Double\n @Deprecated(\"Use kotlin.math.atan2
instead.\", ReplaceWith(\"atan2(y, x)\", \"kotlin.math.atan2\"), level = DeprecationLevel.ERROR)\n public fun
atan2(y: Double, x: Double): Double\n @Deprecated(\"Use kotlin.math.cos instead.\",
ReplaceWith(\"cos(value)\", \"kotlin.math.cos\"), level = DeprecationLevel.ERROR)\n public fun cos(value:

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```kotlin
@PublishedApi
internal fun trunc(value: Number): Double
@PublishedApi
internal fun sign(value: Number): Double

@PublishedApi
internal fun sinh(value: Double): Double
@PublishedApi
internal fun cosh(value: Double): Double
@PublishedApi
internal fun tanh(value: Double): Double
@PublishedApi
internal fun asinh(value: Double): Double
@PublishedApi
internal fun acosh(value: Double): Double

@PublishedApi
internal fun hypot(x: Double, y: Double): Double
@PublishedApi
internal fun expm1(value: Double): Double
@PublishedApi
internal fun log10(value: Double): Double
@PublishedApi
internal fun log2(value: Double): Double
@PublishedApi
internal fun log1p(value: Double): Double

@PublishedApi
internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b
```

---

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 * license/LICENSE.txt file.
 */

package kotlin.js

/**
 * An interface for indexing access to a collection of
 * key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json
```
public fun json(vararg pairs: Pair<String, Any?>): Json {
    return this.map { (k, v) -> v.toString() } as Json
}

/**
 * Adds key-value pairs from 
[other] to
this.  
 * Returns the original receiver.
 */
public fun Json.add(other: Json): Json {
    keys.forEach { key ->
        this[key] = other[key] as Any
    }
    return this
}

/**
 * Exposes the JavaScript [JSON

 * @param o an object
 * @param replacer a function that is called with key and value
 * @param space a string
 */
@file:Suppress("NOT_DOCUMENTED")
package kotlin

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 *   - `sin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double =
nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 *   - `cos(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double =
nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 *   - `tan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double =
nativeMath.tan(x)

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond
 * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value
 * `y`/`x`. The returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan2(0, x)` is `PI/2` for `x < 0`.
 *   - `atan2(0, x)` is `-PI/2` for `x > 0`.
 *   - `atan2(0, 0)` is `0`.
 *   - `atan2(y, 0)` is `PI/2` for `y > 0`.
 *   - `atan2(y, 0)` is `-PI/2` for `y < 0`.
 *   - `atan2(y, x)` is `tan(y/x)` for `y != 0`.
 *   - `atan2(y, x)` is `NaN` for `x = 0`.
 *   - `atan2(y, x)` is `atan(y/x)` for `x > 0`.
 *   - `atan2(y, x)` is `-atan(x/y)` for `x < 0`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double =
nativeMath.atan2(y, x)

/**
 * Computes the hyperbolic sine of the value [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double) =
nativeMath.sinh(x)

/**
 * Computes the hyperbolic cosine of the value [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double) =
nativeMath.cosh(x)

/**
 * Computes the hyperbolic tangent of the value [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double) =
nativeMath.tanh(x)
nativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\nnativeMath.sinh(x)\n\n\n\n\n
nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n\n* * Rounds the given value [x] to an integer towards negative infinity.\n* * \n\n  * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n\n  * Special cases:\n  * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n  * 
\n  * @see absoluteValue extension property for [Double] \n\n* * \n\n  * Rounds the given value [x] to an integer towards zero.\n* * \n\n  * @return the value [x] having its fractional part truncated.\n* * \n\n  * Special cases:\n  * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n\n  * see absoluteValue extension property for [Double] \n\n* * \n\n  * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n* * \n\n  * @see absoluteValue extension property for [Double] \n\n* * \n\n  * Returns the absolute value of the given value [x].\n* * \n\n  * @see abs function \n\n* * \n\n  * Returns the sign of the given value [x]:\n  *   - `-1.0` if the value is negative,\n  *   - `0.0` if the value is zero,\n  *   - `1.0` if the value is positive.\n* * \n\n  * Special case:\n  *   - `sign(NaN)` is `NaN`.\n\n  * see absoluteValue extension property for [Double] \n\n* * \n\n  * Returns the smaller of two values.\n* * \n\n  * If either value is `NaN`, then the result is `NaN`.\n* * \n\n  * @see min function \n\n* * \n\n  * Returns the greater of two values.\n* * \n\n  * If either value is `NaN`, then the result is `NaN`.\n* * \n\n  * @see max function \n\n* * \n\n  * Raises this value to the power [x].\n* * \n\n  * Special cases:\n  * - `b.pow(0.0)` is `1.0`.\n  * - `b.pow(1.0)` is `b`.\n  * - `b.pow(NaN)` is `NaN`.\n  * - `NaN.pow(x)` is `NaN` for `x != 0.0`.\n* * \n\n  * Special case:\n  * - `NaN.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer.\n* * \n\n  * @see pow function \n\n* * \n\n  * Returns the ulp (unit in the last place) of this value.\n* * \n\n  * Special cases:\n  * - `NaN.ulp` is `NaN`.\n  * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf` or `0.0`.\n  * - `-Inf.ulp` is `+Inf` when `x` is `+Inf` or `-Inf` or `0.0`.\n* * \n\n  * Returns the ulp (unit in the last place) of this value.\n* * \n\n  * @see ulp function \n\n* * \n\n  * Returns the value nearest to this value in direction of positive infinity.\n* * \n\n  * @see nextUp function \n\n* * \n\n  * Returns the value nearest to this value in direction of negative infinity.\n* * \n\n  * @see nextDown function \n\n* * \n\n  * The implementation of this method is as close as possible to the C99 standard.\n* * \n\n  * @see DoubleMIN_VALUE in DNAC Platform Antelope 14054
value in direction from this value towards the value [to].

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`

\* Special cases:
\* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`
\* - `'+x.nextTowards(x)'` is `x`
\* - `'-x.nextTowards(x)'` is `-x`

\* Special cases:
\* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
\* - `'-x.roundToLong()'` is `Long.MAX_VALUE` when `x > Long.MIN_VALUE`
\* - `'+x.roundToLong()'` is `Long.MIN_VALUE` when `x < Long.MAX_VALUE`

\* - `x.nextUp()` is `x`
\* - `x.nextDown()` is `-x`
public actual inline fun cosh(x: Float): Float =
nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic sine of the value [x].
 * Special cases:
 * The returned value is `y` such that `sinh(y) == x`
 * The sinh function is `NaN` when `x < -1` or `x > 1`
 */
public actual inline fun sinh(x: Float): Float =
nativeMath.sinh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic cosine of the value [x].
 * Special cases:
 * The returned value is positive `y` such that `cosh(y) == x`
 * The cosh function is `NaN` when `x < 0`
 */
public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x].
 * Special cases:
 * The returned value is `y` such that `tanh(y) == x`
 * The tanh function is `NaN` when `x < -1` or `x > 1`
 */
public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()
mathematical integer.

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to an integer towards negative
 * infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] to an integer towards zero.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Float): Float =
truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] towards the closest integer with
 * ties rounded towards even integer.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun round(x: Float): Float =
round(x.toDouble()).toFloat()

/**
 * Returns the absolute value of the given value [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Float): Float =
nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value [x]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float): Float =
nativeMath.sign(x.toDouble()).toFloat()

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Float, b: Float): Float =
nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Float, b: Float):
Float = nativeMath.max(a, b)

// extensions

/**
 * Raises this value to the power [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.pow(x: Float):
Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()

/**
 * Raises this value to the integer power [n].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.pow(n: Int): Float =
nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Float.absoluteValue: Float get() =
nativeMath.abs(this.toDouble()).toFloat()

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Float.sign: Float get() =
nativeMath.sign(this.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign]
 * value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.withSign(sign: Float): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign]
 * value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.withSign(sign: Int): Float =
this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this value to the nearest integer and converts the result to
 * `Int`. Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.roundToInt(): Int =
nativeMath.roundToInt()
@SinceKotlin("1.2")
@InlineOnly
public actual fun Float.roundToLong(): Long =

doubleToLong()

/**
 * Returns the absolute value of the given value \([n]\).
 * Special cases:\n * - 'abs(Int.MIN_VALUE)' is 'Int.MIN_VALUE' due to an overflow
 * @see absoluteValue extension property for [Int]\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Int.abs(): Int =

// endregion

// region ================ Integer Math

/**
 * Returns the absolute value of the given value \([n]\).
 * Special cases:\n * - 'abs(Long.MIN_VALUE)' is 'Long.MIN_VALUE' due to an overflow
 * @see absoluteValue extension property for [Long]\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Long.abs(): Long =

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 * @see Integer.bitCount() for an efficient implementation
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.bitCount(): Int =

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 * @see Integer.numberOfTrailingZeros() for an efficient implementation
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("DEPRECATION_ERROR")
@kotlin.internal.InlineOnly
public actual inline fun Int.countLeadingZeros(): Int =

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 * @see Integer.numberOfTrailingZeros() for an efficient implementation
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countLeadingZeros(): Int =

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.kotlin.js.Math.clz32(this)ln

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Int.countTrailingZeroBits(): Int =ln  // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with
countLeadingZeroBits n  Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()ln

* Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n* or zero, if this number is zero.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Int.takeHighestOneBit(): Int =ln  if (this == 0) 0 else 1 shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())ln

* Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n* or zero, if this number is zero.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Int.takeLowestOneBit(): Int =ln  // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit\nthis and -thisln

* Rotates the binary representation of this [Int] number left by the specified [bitCount] number of
bits,\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the
right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n* number.rotateLeft(-n) == number.rotateRight(n)ln

* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n* number.rotateLeft(n) == number.rotateLeft(n % 32)ln

*An@SinceKotlin("1.3")n@ExperimentalStdlibApi\npublic actual fun Int.rotateLeft(bitCount: Int): Int =
shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)ln

* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits,\n* The least significant bits pushed out from the right side reenter the number as the most significant bits on the
left side.\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit
count:\n* number.rotateRight(-n) == number.rotateLeft(n)ln

* Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n* number.rotateRight(n) == number.rotateRight(n % 32)ln

*An@SinceKotlin("1.3")n@ExperimentalStdlibApi\npublic actual fun Int.rotateRight(bitCount: Int): Int =ln
shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)ln

* Counts the number of set bits in the binary
representation of this [Long] number.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Long.countOneBits(): Int =ln  high.countOneBits() + low.countOneBits()ln

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Long.countLeadingZeroBits(): Int =ln  when (val high = this.high) {\n  0 -> Int.SIZE_BITS +
  low.countLeadingZeroBits()ln
  else -> high.countLeadingZeroBits()ln
}ln

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Long.countTrailingZeroBits(): Int =ln  when (val low = this.low) {\n  0 -> Int.SIZE_BITS +
high.countTrailingZeroBits()ln
  else -> low.countTrailingZeroBits()ln
}ln

* Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n* or zero, if this number is zero.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Long.takeHighestOneBit(): Long =ln  when (val high = this.high) {\n  0 -> Long(0, high.takeHighestOneBit())ln
  else -> Long(0, high.takeHighestOneBit())ln
}ln

* Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n* or zero, if this number is zero.

*An@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)public actual fun
Long.takeLowestOneBit(): Long =ln  when (val low = this.low) {\n  0 -> Long(0, high.takeLowestOneBit())ln
  else -> Long(0, high.takeLowestOneBit())ln
}ln

* Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits,\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the
right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n* number.rotateLeft(-n) ==
number.rotateRight(n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
 * number.rotateLeft(n) == number.rotateLeft(n % 64)

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
    when {
        (bitCount and 31) != 0 ->
            val low = this.low
            val high = this.high
            val newLow = low.shl(bitCount) or high.ushr(-bitCount)
            val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
            if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
        else -> (bitCount and 32) == 0
            this
            return
            return
    }
}

/**
 * Rotates the binary representation of this
 * [Long] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the
 * right side reenter the number as the most significant bits on the left side.
 * * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) ==
 * number.rotateLeft(n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally
 * number.rotateRight(n) == number.rotateRight(n % 64)

/*@SinceKotlin("1.3")@*/@ExperimentalStdlibApi
@Retention(value = AnnotationRetention.BINARY)
public actual class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
    public open fun <S>
        catch(onRejected: (Throwable) -> S?): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun resolve(e: S): Promise<S>
        public fun resolve(e: Promise<S>): Promise<S>
    }
}

fun Promise<Promise<T>>.then(
    onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

fun Promise<Promise<T>>.then(
    onFulfilled: ((T) -> S)?,
    onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

@Suppress("NOT_DOCUMENTED")
package kotlin

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val
    INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

@Suppress("NOT_DOCUMENTED")
package kotlin.reflect

import findAssociatedObject

/**
 * The experimental marker for associated objects API.
 * * Any usage of a declaration annotated with
 * `@ExperimentalAssociatedObjects` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g.
 * `@OptIn(ExperimentalAssociatedObjects::class)`, or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`
 * * The experimental marker for associated objects API.
 * * Any usage of a declaration annotated with
 * `@ExperimentalAssociatedObjects` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g.
 * `@OptIn(ExperimentalAssociatedObjects::class)`, or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`
 */
@Retention(value = AnnotationRetention.BINARY)
public actual class RequiresOptIn {
    public fun <T, S> RequiresOptIn(level =
        RequiresOptIn.Level.ERROR,n@Retention(value = AnnotationRetention.BINARY)
    public actual fun doubleFromParts(hi26: Int, low27: Int): Double =
        hi26 * INV_2_26 + low27 * INV_2_53
    )
}
val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

val booleanArrayClass = PrimitiveKClassImpl(js("BooleanArray").unsafeCast<JsClass<ByteArray>>(), "BooleanArray", { it is BooleanArray })

val charArrayClass = PrimitiveKClassImpl(js("CharArray").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

val functionClass = functionClass(arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity) ?: run {
        val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function

    } & 


}
e is LongArray -> PrimitiveClasses.longArrayClass
            e is FloatArray -> PrimitiveClasses.floatArrayClass
            e is DoubleArray -> PrimitiveClasses.doubleArrayClass
            e is KClass<*> -> KClass::class
            e is Array<*> -> PrimitiveClasses.arrayClass
            else -> {
                val constructor = js("Object").getPrototypeOf(e).constructor
                when {
                    constructor === js("Object") -> PrimitiveClasses.anyClass
                    constructor === js("Error") -> PrimitiveClasses.throwableClass
                    else -> {
                        val jsClass: JsClass<T> = constructor
                        getKClass1(jsClass)
                    }
                }
            }
        }
    }.unsafeCast<KClass<T>>()

@JsName("getKClass1")
internal fun <T : Any> getKClass1(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
} /*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int

    public val input: String

    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by each capturing parenthesis at the given index.
 */

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String>>()

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform multiple string manipulation operations.
 * A mutable sequence of characters.
 */
public actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {

    * * * * * Constructs an empty string builder with the specified initial [capacity].


*"n * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.*"n *"n actual constructor(capacity: Int): this() {"n    }\n
/** Constructs a string builder that contains the same characters as the specified [content] char sequence. */
actual constructor(content: CharSequence): this(content.toString()) {"n
/** Constructs an empty string builder. */
actual constructor():
this("")\n
private var string: String = if (content !== undefined) content else "null"\n
actual override fun append(value: Char): StringBuilder {"n    string += value\n    return this\n\n/**\n* Reverses the contents of this string builder and returns this instance.\n*\n* Surrogate pairs included in this string builder are treated as single characters.\n* Therefore, the order of the high-low surrogates is never reversed.\n*\n* Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.\n* For example, reversing `"\uDC00\uD800"` produces `"\uD800\uDC00"` which is a valid surrogate pair.\n*\nactual fun reverse(): StringBuilder {"n    var reversed = string.reverse()\n    var index = string.length - 1\n    while (index >= 0) {"n        val high = string[index--]\n        if (high.isHighSurrogate() && index >= 0) {"n            val low = string[index--]\n            if (low.isLowSurrogate()) {"n                reversed += low
            } else {
                reversed += low + high
            }
        }
        string = reversed
    }
    return this
\n/**\n* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n* and then that string was appended to this string builder.\n*\nactual fun append(value: Char): StringBuilder {"n    string += value\n    return this\n\n/**\n* Appends the specified string [value] to this string builder and returns this instance.\n*\n* If [value] is `null`, then the four characters `"null"` are appended.\n*\nactual fun append(value: String): StringBuilder {"n    this.string += value\n    return this\n\n/**\n* The capacity is the maximum length this string builder can have before an allocation occurs.\n*\n* In Kotlin/JS implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.\n*\n* @SinceKotlin("1.3.3")\n@Experimental(ExperimentalStdlibApi::class)\nactual fun ensureCapacity(minimumCapacity: Int) {"n
Open Source Used In DNAC Platform Antelope 14065
@WasExperimental(ExperimentalStdlibApi::class) actual fun indexOf(string: String, startIndex: Int): Int = this.string.asDynamic().indexOf(string, startIndex)

@WasExperimental(ExperimentalStdlibApi::class) actual fun lastIndexOf(string: String): Int = this.string.asDynamic().lastIndexOf(string)

@WasExperimental(ExperimentalStdlibApi::class) actual fun lastIndexOf(string: String, startIndex: Int): Int {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

@WasExperimental(ExperimentalStdlibApi::class) actual fun insert(index: Int, value: CharSequence?): StringBuilder {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

@WasExperimental(ExperimentalStdlibApi::class) actual fun insert(index: Int, value: CharSequence): StringBuilder {
    AbstractList.checkPositionIndex(index, length)

    string = string.substring(0, index) + value.concatToString() + string.substring(index)
        return this
    }

    /**
     * Inserts characters in the specified character sequence
     * @param value the character sequence from which characters are inserted. If
     * @param index the position
     * * Returns the index within this string builder starting at the specified [startIndex].
     * @param string the string representation of the specified boolean [value] into this string builder at the specified [index].
     * * Inserts the specified character array [value] into this string builder at the specified [index].
     * * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
     * * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
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     * * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
of this string builder, or `startIndex > endIndex`.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {\n    checkReplaceRange(startIndex, endIndex, length)\n    this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n    return this\n}\nprivate fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {\n    if (startIndex < 0 || startIndex > length) {\n        throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")\n    }\n    if (startIndex > endIndex) {\n        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")\n    }\n}\n@WasExperimental(ExperimentalStdlibApi::class)\n@SinceKotlin("1.4")\npublic fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {\n    checkReplaceRange(startIndex, endIndex, length)\n    this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n    return this\n}\nprivate fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {\n    if (startIndex < 0 || startIndex > length) {\n        throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")\n    }\n    if (startIndex > endIndex) {\n        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")\n    }\n}\n@WasExperimental(ExperimentalStdlibApi::class)\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun deleteAt(index: Int): StringBuilder {\n    AbstractList.checkElementIndex(index, length)\n    string = string.substring(0, index) + string.substring(index + 1)\n    return this\n}\n/**\n * Removes the character at the specified [index] from this string builder and returns this instance.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun deleteAt(index: Int): StringBuilder {\n    AbstractList.checkElementIndex(index, length)\n    string = string.substring(0, index) + string.substring(index + 1)\n    return this\n}\n/**\n * Removes characters in the specified range from this string builder and returns this instance.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {\n    checkReplaceRange(startIndex, endIndex, length)\n    string = string.substring(0, startIndex) + string.substring(endIndex)\n    return this\n}\n/**\n * Copies characters from this string builder into the [destination] character array.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)\n    var dstIndex = destinationOffset\n    for (index in startIndex until endIndex) {\n        destination[dstIndex++] = string[index]\n    }\n}\n/**\n * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {\n    @OptIn(ExperimentalStdlibApi::class)\n    string += value.concatToString(startIndex, endIndex)\n    return this\n}\n/**\n * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {\n    @OptIn(ExperimentalStdlibApi::class)\n    string += value.substring(startIndex, endIndex)\n    return this\n}\n
Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    return this
}

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance. 
 * The inserted characters go in same order as in the [value] array, starting at [index]. 
 * @param startIndex the beginning (inclusive) of the subarray to insert. 
 * @param endIndex the end (exclusive) of the subarray to insert. 
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`. 
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)
    @OptIn(ExperimentalStdlibApi::class)
    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance. 
 * The inserted characters go in the same order as in the [value] character sequence, starting at [index]. 
 * @param startIndex the beginning (inclusive) of the subsequence to insert. 
 * @param endIndex the end (exclusive) of the subsequence to insert. 
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`. 
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
    return this
}

/**
 * Clears the content of this string builder making it empty and returns this instance. 
 *
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value]. 
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance. 
 * @param startIndex the beginning (inclusive) of the range to replace. 
 * @param endIndex the end (exclusive) of the range to replace. 
 * @param value the string to replace with. 
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] if [index] is out of range of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance. 
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character. 
 * @param index the index of `Char` to remove. 
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.remove(index: Int): StringBuilder =
    this.remove(index)
@Suppress("EXTENSION_SHELDED", "NOTHING_TO_INLINE")

public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */

public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices.
 */

public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices.
 */

public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentSequenceException] when [startIndex] or [endIndex] is out of range of the [value] character sequence.
 */

public actual inline fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentSequenceException] when [startIndex] or [endIndex] is out of range of the [value] array indices.
 */

public actual inline fun StringBuilder.insertRange(value: CharArray, index: Int, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(value, index, startIndex, endIndex)

/**
 * Inserts a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentSequenceException] when [startIndex] or [endIndex] is out of range of the [value] character sequence.
 */

public actual inline fun StringBuilder.insertRange(value: CharSequence, index: Int, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(value, index, startIndex, endIndex)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */

public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the ending (exclusive) of the subsequence to insert.
 * @return this instance.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
this.insertRange(index, value, startIndex, endIndex)

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @return the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses a string as a signed [Byte] number.
 * @param radix the radix for string to number conversion.
 * @return the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a signed [Short] number.
 * @param radix the radix for string to number conversion.
 * @return the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)
number

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*An

public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && !this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a [Double] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 * @param radix the radix to use for conversion.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
        this.isBlank())
}

/**
 * Parses the string as a [Double] number and returns the result.
 * @param radix the radix to use for conversion.
 * @throws NumberFormatException if the string is not a valid representation of a [Double] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun Double.doubleToLong(): Long = doubleToLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a [Long] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@kotlin.internal.InlineOnly
public actual inline fun Double.toDoubleLong(): Long = toDoubleOrNull().unsafeCast<Double>().let {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && !this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @param radix the radix to use for conversion.
 * @throws NumberFormatException if the string is not a valid representation of a [Float] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@kotlin.internal.InlineOnly
public actual inline fun Float.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Float] number and returns the result.
 * @param radix the radix to use for conversion.
 * @throws NumberFormatException if the string is not a valid representation of a [Float] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun Float.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Parses the string as a [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a [Int] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for
 * string to number conversion.
 * @param radix the radix to use for conversion.
 * @throws NumberFormatException if the string is not a valid representation of a [Number] number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled
 *RegExp
 */
public actual data class RegExp

/**
 * Used of this source code is governed by the Apache 2.0 license that can be found in the
 *license/LICENSE.txt file.
 */

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides
 *enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline
 *mode. */
    MULTILINE("m")
}


/**
 * Represents the results from a single capturing group within a [MatchResult] of [RegExp].
 */
public actual data class MatchGroup(actual val value: String) *
regular expression. * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches. * * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions) */

```
public actual class Regex {
    public actual constructor(pattern: String, options: Set<RegexOption>) {
        // Regex constructor logic...
    }

    public actual constructor(pattern: String, option: RegexOption) {
        // Regex constructor logic...
    }

    public actual constructor(pattern: String) {
        // Regex constructor logic...
    }

    public actual val pattern: String
    public actual val options: Set<RegexOption>
    private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

    public actual infix fun matches(input: CharSequence): Boolean {
        nativePattern.reset()
        val match = nativePattern.exec(input.toString())
        return match != null && match.index == 0 && nativePattern.lastIndex == input.length
    }

    public actual fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset()
        return nativePattern.test(input.toString())
    }

    public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
        // Regex find logic...
    }

    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
        // Regex findAll logic...
    }

    public actual fun matchEntire(input: CharSequence): MatchResult? {
        // Regex matchEntire logic...
    }

    public actual fun replace(input: CharSequence, replacement: String): String {
        // Regex replace logic...
    }

    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        // Regex replace logic...
    }
```

[36x36]Open Source Used In DNAC Platform Antelope  14073
do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()}
    while (lastStart < length && match != null) {
        if (lastStart < length) {
            sb.append(input, lastStart, length)
        }
        return sb.toString()}
    }

    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     */
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0
        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of this regular expression.
     */
    public override fun toString(): String = nativePattern.toString()

    actual companion object {
        /**
         * Returns a regular expression that matches the specified [literal] string literally.
         * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
         */
        public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

        /**
         * Returns a regular expression pattern string that matches the specified [literal] string literally.
         * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
         */
        public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$&")

        /**
         * Returns a literal replacement expression for the specified [literal] string.
         * No characters of that string will have special meaning when it is used as a replacement string in [Regex.replace] function.
         */
        public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$$$")

        private val patternEscape = RegExp(\"\[-\\^$*+?.()|\[\]{}\]\", "g")
        private val replacementEscape = RegExp("\"", "g")
    }
}

/**
Creates a regular expression from the specified [pattern] string and the default options.
*/
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$")
public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))

/** Creates a regular expression from the specified
[pattern] string and the specified single [option].
*/
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())
val size: Int get() = match.length
override fun get(index: Int): String = match[index] ?: ""

    }
    }
    return groupValues_!!
  }

  override fun next(): MatchResult? =
  this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
}
}

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int =
nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int =
nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns a copy of this string having its first letter titlecased using the rules of the default locale.
 * or the original string if it's empty or already starts with a title case letter.
 * The title case of a character is usually the same as its upper case with several exceptions.
 * The particular list of characters with the special title case form depends on the underlying platform.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased using the rules of the default locale.
 * or the original string if it's empty or already starts with a lower case letter.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}

/**
 * Returns a string containing this char sequence repeated [n] times.
 * @throws IllegalArgumentException when n < 0.
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) { result += s
                        count = count ushr 1}
                    count = count + 1
                    s += s
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), newValue, newValue)}
regex.escapeReplacement(newValue))

public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(regex.escape(oldChar.toString())), if (ignoreCase) "g\i" else "g\i"),
newChar.toString())

public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(regex.escape(oldChar.toString())), if (ignoreCase) "i" else ""),
newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
nativeReplace(RegExp(regex.escape(oldValue), if (ignoreCase) "i" else ""),
regex.escapeReplacement(newValue))

/*
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 * the LICENSE file.
 */

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */
@OptIn(ExperimentalStdlibApi::class) private fun unprivate fun
malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at \$\{index - 1\}")

    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair, where the first of the pair is the [high] and the second is in
 * the [string] at the [index].
 * Returns zero if the pair is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.
 * @private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes, where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
 * Returns zero if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 * @private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes, where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.
 * @private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xE0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }

        if (byte2 and 0x80 != 0) {
            return malformed(0, index, throwOnMalformed)
        }
    }

    if (byte2 and 0xE0 == 0xA0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte1 and 0x80 == 0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte2 and 0x80 != 0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte2 and 0x20 != 0) {
        return malformed(0, index, throwOnMalformed)
    }

    return (byte1 shl 12) xor byte2 xor byte3 xor 0x80
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes, where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].
 * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence if the sequence is malformed and [throwOnMalformed] is false.
 * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.
 * @private fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xE0 != 0x80) {
            return malformed(0, index, throwOnMalformed)
        }

        if (byte2 and 0x80 != 0) {
            return malformed(0, index, throwOnMalformed)
        }
    }

    if (byte2 and 0xE0 == 0xA0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte1 and 0x80 == 0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte2 and 0x80 != 0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte2 and 0x20 != 0) {
        return malformed(0, index, throwOnMalformed)
    }

    else if (byte2 and 0x20 != 0) {
        return malformed(0, index, throwOnMalformed)
    }

    return (byte1 shl 12) xor byte2 xor byte3 xor byte4 xor 0x80
}
malformed(0, index, throwOnMalformed)
    } else if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        } else if (byte1 and 0xF == 0x4) {
            if (byte2 and 0xF0 != 0x80) {
                // Out of Unicode code points domain (larger than U+10FFFF)
                return malformed(0, index, throwOnMalformed)
            } else if (byte2 and 0xC0 != 0x80) {
                // Surrogate code points in '0xD800..0xDFFF'
                return malformed(1, index, throwOnMalformed)
            } else if (byte2 and 0xC0 == 0x80) {
                val byte3 = bytes[index + 1].toInt()
                if (byte3 and 0xC0 == 0x80) {
                    // Single surrogate
                    return malformed(1, index, throwOnMalformed)
                } else if (byte3 and 0xC0 == 0x80) {
                    // Double surrogate
                    return malformed(2, index, throwOnMalformed)
                } else if (byte3 and 0xC0 == 0x80) {
                    // Three surrogate
                    return malformed(3, index, throwOnMalformed)
                }
            }
        }
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Maximum number of bytes needed to encode a single char.
 *
 * Code points in `0..0x7F` are encoded in a single byte.
 * Code points in `0x80..0x7FF` are encoded in two bytes.
 * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.
 * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.
 */
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 *
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @param throwOnMalformed whether to throw on malformed char sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].
 *
 * @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0x0F0).toByte()
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 *
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be decoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].
 *
 * @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size - 1)
messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\n' }
stack.lineSequence().forEachIndexed { index: Int, line: String ->
                    if (index >= messageLines)
                        target.append(indent)
                        target.append(line).append("\n")
                }
            } else {
                target.append(stack).append("\n")
            }
        } else {
            target.append(shortInfo).append("\n")
        }

        val suppressed = suppressedExceptions
        if (suppressed.isNotEmpty()) {
            val suppressedIndent = indent + "    
            for (s in suppressed) {
                s.dumpFullTrace(suppressedIndent, "Suppressed: ")
            }
        }
        return true
    }

    private fun dropCommonFrames(stack: String, stackStart: Int): String {
        var commonFrames: Int = 0
        var lastBreak: Int = 0
        var preLastBreak: Int = 0
        for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {
            val c = stack[stack.lastIndex - pos]
            if (c != topStack[topStack.lastIndex - pos]) break
            if (c == '\n') {
                commonFrames += 1
                preLastBreak = lastBreak
                lastBreak = pos
            }
        }
        if (commonFrames <= 1) return stack
        while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)] == ' ')
            preLastBreak -= 1
        return stack.dropLast(preLastBreak - 1) + "... and ${commonFrames - 1} more common stack frames skipped"
    }
}
fun read(): Double = kotlin.js.Date.now() 
 override fun toString(): String = "TimeSource(Date.now())": */
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @suppress("DEPRECATION", "DEPRECATION_ERROR")
 kotlin.time

 fun read(): Double = kotlin.js.Date.now() 
 override fun toString(): String = "TimeSource(Date.now()): */

 // This function is used to format the time as a Date object.
 fun formatToExactDecimals(value: Double, decimals: Int): String {
     val rounded = if (decimals == 0) {
         value
     } else {
         val pow = 10.0.pow(decimals)
         kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
     }
     return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
 }

 fun formatUpToDecimals(value: Double, decimals: Int): String {
     return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
 }

 fun formatScientific(value: Double): String {
     return value.asDynamic().toExponential(2).unsafeCast<String>()
 }

 /*
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 */

 package kotlinx.dom

 import org.w3c.dom.*
 import kotlin.contracts.*

 /**
 * Creates a new element with the specified [name].
 * The element is initialized with the specified [init] function.
 * The element is initialized with the specified [init] function.
 */
 @SinceKotlin("1.4")
 fun Document.createElement(name: String, init: Element.() -> Unit): Element {
     contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
     return createElement(name).apply(init)
 }

 /**
 * Appends a newly created element with the specified [name] to this element.
 * The element is initialized with the specified [init] function.
 */
 @SinceKotlin("1.4")
 fun Element.appendElement(name: String, init: Element.() -> Unit): Element {
     contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
     return ownerDocument!!.createElement(name, init).also {
         appendChild(it)
     }.unsafeCast<String>()
 }

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 */

 package kotlin.text

 /**
 * Converts the string into a regular expression [Regex] with the default options.
 */
 @kotlin.internal.InlineOnly
 public inline fun String.toRegex(): Regex = Regex(this)

 /**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
 @kotlin.internal.InlineOnly
 public inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)

 /**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
 @kotlin.internal.InlineOnly
 public inline fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)

 /*
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 */
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of range of the [value] character sequence indices or when `startIndex > endIndex`.

```kotlin
*\@SinceKotlin("1.4")*\n@Experimental(ExperimentalStdlibApi::class)*\npublic expect fun StringBuilder.appendRange(value: CharSequence, start: Int, end: Int): StringBuilder
```

Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

```kotlin
*\n* @param index the position in this string builder to insert at.\n* @param value the array from which characters are inserted.\n* @param start the beginning (inclusive) of the subarray to insert.\n* @param end the end (exclusive) of the subarray to insert.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [start] or [end] is out of range of the [value] array indices or when `start > end`.\n* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n```

```kotlin
*\@SinceKotlin("1.4")*\n@Experimental(ExperimentalStdlibApi::class)*\npublic expect fun StringBuilder.insertRange(index: Int, value: CharArray, start: Int, end: Int): StringBuilder
```

Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

```kotlin
*\n* @param index the position in this string builder to insert at.\n* @param value the character sequence from which a subsequence is inserted.\n* @param start the beginning (inclusive) of the subsequence to insert.\n* @param end the end (exclusive) of the subsequence to insert.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [start] or [end] is out of range of the [value] character sequence indices or when `start > end`.\n```

```kotlin
@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"); DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)
```

```kotlin
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}
```

```kotlin
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}
```

```kotlin
/**
 * Appends a line feed character (`\n`) to this StringBuilder.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(): StringBuilder = append('\n')
```

```kotlin
/** Appends [value] to this StringBuilder, followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder = append(value).appendLine()\n```

```kotlin
/** Appends [value] to this StringBuilder, followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()\n```

```kotlin
/** Appends [value] to this StringBuilder, followed by a line feed character (`\n`). */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Any?): StringBuilder = append(value).appendLine()\n```
character ('\n'). */
@SinceKotlin("1.4")
public fun
StringBuilder.appendLine(value: CharArray): String =
StringBuilder = append(value).appendLine() /* This line will not be executed. */

/**
 * Appends [value] to this [StringBuilder],
 * followed by a line feed character ('\n').
 */
@SinceKotlin("1.4")
public fun
StringBuilder.appendLine(value: Char): String =
StringBuilder = append(value).appendLine() /* This line will not be executed. */

/**
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 * license/LICENSE.txt file. */

@kotlin.internal.InlineOnly
public inline fun
StringBuilder.appendLine(value: Boolean): StringBuilder =
StringBuilder = append(value).appendLine() /* This line will not be executed. */

/** Appends 
 * @SinceKotlin("1.4")
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun
StringBuilder.appendLine(): StringBuilder =
StringBuilder = append().appendLine() /* This line will not be executed. */

/**
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 * license/LICENSE.txt file. */

package kotlinx.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a
 * CDATA_SECTION_NODE. */
@SinceKotlin("1.4")
public val Node.isText: Boolean =
nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 * @SinceKotlin("1.4")
 */
@SinceKotlin("1.4")
public val Node.isElement: Boolean =
nodeType == Node.ELEMENT_NODE

/**
 * Removes all the children from this node.
 * @SinceKotlin("1.4")
 */
@SinceKotlin("1.4")
fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 * @SinceKotlin("1.4")
 */
@SinceKotlin("1.4")
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

/**
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 * license/LICENSE.txt file. */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See
// github.com/kotlin/dukat for details

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {

    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

}
WebGLContextAttributes {\n   val o = js("{{ }}")\n   o["alpha"] = alpha\n   o["depth"] = depth\n   o["stencil"] = stencil\n   o["antialias"] = antialias\n   o["premultipliedAlpha"] = premultipliedAlpha\n   o["preserveDrawingBuffer"] = preserveDrawingBuffer\n   o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance\n   o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat\n   return o\n}\npublic external abstract class WebGLObject\n\npublic external abstract class WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin */
public external abstract class WebGLBuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin */
public external abstract class WebGLFramebuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin */
public external abstract class WebGLProgram : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin */
public external abstract class WebGLRenderbuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin */
public external abstract class WebGLShader : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin */
public external abstract class WebGLTexture : WebGLObject\n\n/**\n * Exposes the JavaScript [ WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin */
public external abstract class WebGLUniformLocation\n\n/**\n * Exposes the JavaScript [ WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin */
public external abstract class WebGLActiveInfo {\n   open val size: Int\n   open val type: Int\n   open val name: String
}\n\n/**\n * Exposes the JavaScript [ WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin */
public external abstract class WebGLShaderPrecisionFormat {\n   open val rangeMin: Int\n   open val rangeMax: Int\n}\n
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
fun cullFace(mode: Int)
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)
    fun deleteShader(shader: WebGLShader?)
    fun deleteTexture(texture: WebGLTexture?)
    fun depthFunc(func: Int)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun disable(cap: Int)
    fun enableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
    fun enable(cap: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?)
    fun generateMipmap(target: Int)
    fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
    fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
    fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
    fun getAttribLocation(program: WebGLProgram?, name: String): Int?
    fun getBufferParameter(target: Int, pname: Int): Any?
    fun getError(): Int
    fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?
    fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
    fun getProgramInfoLog(program: WebGLProgram?): String?
    fun getRenderbufferParameter(target: Int, pname: Int): Any?
    fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
    fun getShaderPrecisionFormat(target: Int, precision: Int): WebGLShaderPrecisionFormat?
    fun getShaderSource(shader: WebGLShader?): String?
    fun getTexParameter(target: Int, pname: Int): Any?
    fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?
    fun getVertexAttrib(index: Int, pname: Int): Any?
    fun getVertexAttribOffset(index: Int, pname: Int): Int
    fun hint(target: Int, mode: Int)
    fun isBuffer(buffer: WebGLBuffer?): Boolean
    fun isEnabled(cap: Int): Boolean
    fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
    fun isProgram(program: WebGLProgram?): Boolean
    fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
    fun isShader(shader: WebGLShader?): Boolean
    fun isTexture(texture: WebGLTexture?): Boolean
    fun lineWidth(width: Float)
    fun linkProgram(program: WebGLProgram?)
    fun pixelStorei(pname: Int, param: Int)
    fun polygonOffset(factor: Float, units: Float)
    fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)
    fun renderbufferStorage(target: Int, format: Int, width: Int, height: Int)
    fun sampleCoverage(value: Float, invert: Boolean)
    fun scissor(x: Int, y: Int, width: Int, height: Int)
    fun shaderSource(shader: WebGLShader?, source: String)
    fun stencilFunc(func: Int, ref: Int, mask: Int)
    fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
    fun stencilMask(mask: Int)
    fun stencilMaskSeparate(face: Int, mask: Int)
    fun stencilOp(fail: Int, zfail: Int, zpass: Int)
    fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, pixels: ArrayBufferView?)
    fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)
    fun texParameterf(target: Int, pname: Int, param: Float)
    fun texParameteri(target: Int, pname: Int, param: Int)
    fun uniform1f(location: WebGLUniformLocation?, x: Float)
    fun uniform1fv(location: WebGLUniformLocation?, v: FloatArray)
    fun uniform1iv(location: WebGLUniformLocation?, v: IntArray)
    fun uniform1l(location: WebGLUniformLocation?, v: IntArray)
    fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
    fun uniform2fv(location: WebGLUniformLocation?, v: FloatArray)
    fun uniform2iv(location: WebGLUniformLocation?, v: IntArray)
    fun uniform2l(location: WebGLUniformLocation?, v: IntArray)
    fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
    fun uniform3fv(location: WebGLUniformLocation?, v: FloatArray)
    fun uniform3iv(location: WebGLUniformLocation?, v: IntArray)
    fun uniform3l(location: WebGLUniformLocation?, v: IntArray)
    fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
    fun uniform4fv(location: WebGLUniformLocation?, v: FloatArray)
    fun uniform4iv(location: WebGLUniformLocation?, v: IntArray)
    fun uniform4l(location: WebGLUniformLocation?, v: IntArray)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform4f(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)

fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)

fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val BLEND_COLOR: Int
    val CONSTANT_COLOR: Int
    val ONE_MINUS_CONSTANT_COLOR: Int
    val CONSTANT_ALPHA: Int
    val ONE_MINUS_CONSTANT_ALPHA: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val DEPTH_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITEMASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_FAIL: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF:
FLOAT_VEC3: Int
float val FLOAT_VEC4: Int
        val INT_VEC2: Int
        val INT_VEC3: Int
        val INT_VEC4: Int
        val BOOL: Int
        val BOOL_VEC2: Int
        val BOOL_VEC3: Int
        val BOOL_VEC4: Int
        val SAMPLER_2D: Int
        val VERTEX_ATTRIB_ARRAY_ENABLED: Int
        val VERTEX_ATTRIB_ARRAY_SIZE: Int
        val VERTEX_ATTRIB_ARRAY_STRIDE: Int
        val VERTEX_ATTRIB_ARRAY_TYPE: Int
        val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
        val VERTEX_ATTRIB_ARRAY_POINTER: Int
        val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
        val IMPLEMENTATION_COLOR_READ_TYPE: Int
        val IMPLEMENTATION_COLOR_READ_FORMAT: Int
        val LOW_FLOAT: Int
        val MEDIUM_FLOAT: Int
        val HIGH_FLOAT: Int
        val LOW_INT: Int
        val MEDIUM_INT: Int
        val HIGH_INT: Int
        val LOW_FLOAT: Int
        val MEDIUM_FLOAT: Int
        val HIGH_FLOAT: Int
        val LOW_INT: Int
        val MEDIUM_INT: Int
        val HIGH_INT: Int
        val FRAMEBUFFER: Int
        val RENDERBUFFER: Int
        val RGBA4: Int
        val RGB5_A1: Int
        val RGB565: Int
        val DEPTH_COMPONENT16: Int
        val STENCIL_INDEX: Int
        val STENCIL_INDEX8: Int
        val DEPTH_STENCIL: Int
        val RENDERBUFFER_WIDTH: Int
        val RENDERBUFFER_HEIGHT: Int
        val RENDERBUFFER_INTERNAL_FORMAT: Int
        val RENDERBUFFER_RED_SIZE: Int
        val RENDERBUFFER_GREEN_SIZE: Int
        val RENDERBUFFER_BLUE_SIZE: Int
        val RENDERBUFFER_ALPHA_SIZE: Int
        val RENDERBUFFER_DEPTH_SIZE: Int
        val RENDERBUFFER_STENCIL_SIZE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
        val COLOR_ATTACHMENT0: Int
        val DEPTH_ATTACHMENT: Int
        val STENCIL_ATTACHMENT: Int
        val DEPTH_STENCIL_ATTACHMENT: Int
        val NONE: Int
        val FRAMEBUFFER_COMPLETE: Int
        val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
        val FRAMEBUFFER_UNSUPPORTED: Int
        val FRAMEBUFFER_BINDING: Int
        val RENDERBUFFER_BINDING: Int
        val MAX_RENDERBUFFER_SIZE: Int
        val INVALID_FRAMEBUFFER_OPERATION: Int
        val UNPACK_FLIP_Y_WEBGL: Int
        val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
        val CONTEXT_LOST_WEBGL: Int
        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
        val BROWSER_DEFAULT_WEBGL: Int
        }
}

/**
 * Exposes the JavaScript
[WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
*/
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {
companion object {
        val DEPTH_BUFFER_BIT: Int
        val STENCIL_BUFFER_BIT: Int
        val COLOR_BUFFER_BIT: Int
        val POINTS: Int
        val LINES: Int
        val LINE_LOOP: Int
        val LINE_STRIP: Int
        val TRIANGLES: Int
        val TRIANGLE_STRIP: Int
        val TRIANGLE_FAN: Int
        val SRC_COLOR: Int
        val SRC_ALPHA: Int
        val DST_COLOR: Int
        val DST_ALPHA: Int
        val SRC_ALPHA_SATURATE: Int
        val FUNC_ADD: Int
        val BLEND_EQUATION: Int
        val BLEND_EQUATION_RGB: Int
        val BLEND_EQUATION_ALPHA: Int
        val FUNC_SUBTRACT: Int
        val BLEND_DST_RGB: Int
        val BLEND_DST_RGB: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_SRC_ALPHA: Int
        val CONSTANT_COLOR: Int
        val ONE_MINUS_CONSTANT_COLOR: Int
        val CONSTANT_ALPHA: Int
        val ONE_MINUS_CONSTANT_ALPHA: Int
        val BLEND_COLOR: Int
        val ARRAY_BUFFER: Int
        val ELEMENT_ARRAY_BUFFER: Int
        val STREAM_DRAW: Int
        val STATIC_DRAW: Int
        val DYNAMIC_DRAW: Int
        val BUFFER_SIZE: Int
        val
TEXTURE_CUBE_MAP_POSITIVE_Z: Int
        val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
        val MAX_CUBE_MAP_TEXTURE_SIZE: Int
        val TEXTURE0: Int
        val TEXTURE1: Int
        val TEXTURE2: Int
        val TEXTURE3: Int
        val TEXTURE4: Int
        val TEXTURE5: Int
        val TEXTURE6: Int
        val TEXTURE7: Int
        val TEXTURE8: Int
        val TEXTURE9: Int
        val TEXTURE10: Int
        val TEXTURE11: Int
        val TEXTURE12: Int
        val TEXTURE13: Int
        val TEXTURE14: Int
        val TEXTURE15: Int
        val TEXTURE16: Int
        val TEXTURE17: Int
        val TEXTURE18: Int
        val TEXTURE19: Int
        val TEXTURE20: Int
        val TEXTURE21: Int
        val TEXTURE22: Int
        val TEXTURE23: Int
        val TEXTURE24: Int
        val TEXTURE25: Int
        val TEXTURE26: Int
        val TEXTURE27: Int
        val TEXTURE28: Int
        val TEXTURE29: Int
        val TEXTURE30: Int
        val TEXTURE31: Int
        val ACTIVE_TEXTURE: Int
        val REPEAT: Int
        val CLAMP_TO_EDGE: Int
        val MIRRORED_REPEAT: Int
        val FLOAT_VEC2: Int
        val FLOAT_VEC3: Int
        val FLOAT_VEC4: Int
        val INT_VEC2: Int
        val INT_VEC3: Int
        val INT_VEC4: Int
        val BOOL: Int
        val BOOL_VEC2: Int
        val BOOL_VEC3: Int
        val BOOL_VEC4: Int
        val FLOAT_MAT2: Int
        val FLOAT_MAT3: Int
        val FLOAT_MAT4: Int
        val SAMPLER_2D: Int
        val SAMPLER_CUBE: Int
        val VERTEX_ATTRIB_ARRAY_ENABLED: Int
        val VERTEX_ATTRIB_ARRAY_SIZE: Int
        val VERTEX_ATTRIB_ARRAY_STRIDE: Int
        val VERTEX_ATTRIB_ARRAY_TYPE: Int
        val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
        val VERTEX_ATTRIB_ARRAY_POINTER: Int
        val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
        val IMPLEMENTATION_COLOR_READ_TYPE: Int
        val IMPLEMENTATION_COLOR_READ_FORMAT: Int
        val LOW_FLOAT: Int
        val MEDIUM_FLOAT: Int
        val HIGH_FLOAT: Int
        val LOW_INT: Int
        val MEDIUM_INT: Int
        val HIGH_INT: Int
        val FRAMEBUFFER: Int
        val RENDERBUFFER: Int
        val RGBA4: Int
        val RGB5_A1: Int
        val RGB565: Int
        val DEPTH_COMPONENT16: Int
        val STENCIL_INDEX: Int
        val STENCIL_INDEX8: Int
        val DEPTH_STENCIL: Int
        val RENDERBUFFER_WIDTH: Int
        val RENDERBUFFER_HEIGHT: Int
        val RENDERBUFFER_INTERNAL_FORMAT: Int
        val RENDERBUFFER_RED_SIZE: Int
        val RENDERBUFFER_GREEN_SIZE: Int
        val RENDERBUFFER_BLUE_SIZE: Int
        val RENDERBUFFER_ALPHA_SIZE: Int
        val RENDERBUFFER_DEPTH_SIZE: Int
        val RENDERBUFFER_STENCIL_SIZE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
        val COLOR_ATTACHMENT0: Int
        val DEPTH_ATTACHMENT: Int
        val STENCIL_ATTACHMENT: Int
        val DEPTH_STENCIL_ATTACHMENT: Int
        val NONE: Int
        val FRAMEBUFFER_COMPLETE: Int
        val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
        val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
        val FRAMEBUFFER_UNSUPPORTED: Int
        val FRAMEBUFFER_BINDING: Int
        val RENDERBUFFER_BINDING: Int
        val INVALID_FRAMEBUFFER_OPERATION: Int
        val UNPACK_FLIP_Y_WEBGL: Int
        val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
        val CONTEXT_LOST_WEBGL: Int
        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
        val BROWSER_DEFAULT_WEBGL: Int
        val CONTEXT_CROSS_ORIGIN_plane

        /**
         * Exposes the JavaScript
         */
        public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
            definedExternally) : Event {
            val statusMessage: String
            override fun toString(): String = type
            companion object {
                val NONE: Short
                val CAPTURING_PHASE: Short
                val AT_TARGET: Short
                val BUBBLING_PHASE: Short
            }

            @kotlin.internal.InlineOnly
            public inline fun

            Open Source Used In DNAC Platform Antelope 14092
    @n val o = js("({})")@n
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open

class ArrayBuffer(length: Int) : BufferData-source {
    open val byteLength: Int
    fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

    companion object {
        fun isView(value: Any?): Boolean
    }
}

/**
 * Exposes the JavaScript
 */
public external interface ArrayBufferView : BufferData-source {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun set(array: ArrayBuffer, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int)

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
 */
public external open

class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
 */

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[Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin

```kotlin
public external open class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>), offset: Int = definedExternally, length: Int = definedExternally
    override var open val buffer: ArrayBuffer

    override var override val byteLength: Int
    override fun set(array: Uint16Array, offset: Int = definedExternally)

    fun set(array: Array<Short>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint16Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin

```kotlin
public external open class Int32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int

    override val byteLength: Int
    fun set(array: Int32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin

```kotlin
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int

    override val byteLength: Int
    fun set(array: Uint32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin

```kotlin
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int

    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin

```kotlin
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer

    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin

```kotlin
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally)

```
org.w3c.workers.*

import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)

    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: 
    open val parentStyleSheet: StyleSheet
    open val disabled: Boolean

    open var media: MediaList
        open var disabled: Boolean
}

/**
 * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: StyleSheet?
    open val cssRules:
        open val media: MediaList
        open val disabled: Boolean
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet
        get() = definedExternally
}

/**
 * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule?
}

@kotlin.internal.InlineOnly
public inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]

/**
 * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule
    open val parentStyleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
        val CHARSET_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}
/*
 * Exposes the JavaScript 
 [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/*
 * Exposes the JavaScript 
 [CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin
 */
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/*
 * Exposes the JavaScript 
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/*
 * Exposes the JavaScript 
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderSpacing: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderStyle: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderLeftWidth: String
    open var borderTopLeftWidth: String
    open var borderTopRightWidth: String
    open var borderLeftColor: String
    open var borderTopColor: String
    open var borderLeftStyle: String
    open var borderTopStyle: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontFamily: String

String\nopen var fontFeatureSettings: String\nopen var fontKerning: String\nopen var fontLanguageOverride: String\nopen var fontSize: String\nopen var fontSizeAdjust: String\nopen var fontStretch: String\nopen var fontStyle: String\nopen var fontSynthesis: String\nopen var fontVariant: String\nopen var fontVariantAlternates: String\nopen var fontVariantCaps: String\nopen var fontVariantEastAsian: String\nopen var fontVariantLigatures: String\nopen var fontVariantNumeric: String\nopen var fontVariantPosition: String\nopen var fontWeight: String\nopen var hangingPunctuation: String\nopen var height: String\nopen var hyphens: String\nopen var imageOrientation: String\nopen var imageRendering: String\nopen var imageResolution: String\nopen var imeMode: String\nopen var justifyContent: String\nopen var letterSpacing: String\nopen var lineBreak: String\nopen var lineHeight: String\nopen var listStyle: String\nopen var listStyleImage: String\nopen var listStylePosition: String\nopen var listStyleType: String\nopen var margin: String\nopen var marginBottom: String\nopen var marginLeft: String\nopen var marginRight: String\nopen var marginTop: String\nopen var mark: String\nopen var markAfter: String\nopen var marks: String\nopen var marqueeDirection: String\nopen var marqueePlayCount: String\nopen var marqueeSpeed: String\nopen var marqueeStyle: String\nopen var mask: String\nopen var maskType: String\nopen var maxHeight: String\nopen var maxWidth: String\nopen var minHeight: String\nopen var minMaxHeight: String\nopen var navDown: String\nopen var navIndex: String\nopen var navLeft: String\nopen var navRight: String\nopen var navUp: String\nopen var objectFit: String\nopen var objectPosition: String\nopen var opacity: String\nopen var orphans: String\nopen var outline: String\nopen var outlineColor: String\nopen var outlineOffset: String\nopen var outlineStyle: String\nopen var overFlowWrap: String\nopen var overFlowX: String\nopen var overFlowY: String\nopen var padding: String\nopen var paddingBottom: String\nopen var paddingLeft: String\nopen var paddingRight: String\nopen var paddingTop: String\nopen var pageBreakAfter: String\nopen var pageBreakBefore: String\nopen var pageBreakInside: String\nopen var perspective: String\nopen var perspectiveOrigin: String\nopen var phonemes: String\nopen var position: String\nopen var quotes: String\nopen var resize: String\nopen var rest: String\nopen var restAfter: String\nopen var restBefore: String\nopen var right: String\nopen var tabSize: String\nopen var tableLayout: String\nopen var textAlign: String\nopen var textAlignLast: String\nopen var textCombineUpright: String\nopen var textDecoration: String\nopen var textDecorationColor: String\nopen var textDecorationLine: String\nopen var textDecorationStyle: String\nopen var textIndent: String\nopen var textJustify: String\nopen var textOrientation: String\nopen var textOverflow: String\nopen var textShadow: String\nopen var textTransform: String\nopen var textDecorationLine: String\nopen var textDecorationStyle: String\nopen var textUnderlinePosition: String\nopen var top: String\nopen var transform: String\nopen var transformOrigin: String\nopen var transition: String\nopen var transitionDelay: String\nopen var transitionDuration: String\nopen var transitionProperty: String\nopen var transitionTimingFunction: String\nopen var unicodeBidi: String\nopen var verticalAlign: String\nopen var visibility: String\nopen var voiceBalance: String\nopen var voiceDuration: String\nopen var voicePitch: String\nopen var voicePitchRange: String\nopen var voiceRate: String\nopen var voiceStress: String\nopen var voiceVolume: String\nopen var whiteSpace: String\nopen var widows: String\nopen var width: String\nopen var wordBreak: String\nopen var wordSpacing: String\nopen var wordWrap: String\nopen var writingMode: String\nopen var zIndex: String\nopen var _dashed_attribute: String\nfun getPropertyValue(property: String): String\nfun getPropertyValue(property: String): String\nfun setProperty(property: String, value: String, priority: String = definedExternally): String\nfun setProperty(property: String, value: String): String
fun setPropertyPriority(property: String, priority: String): String\nfun removeProperty(property: String): String
override fun item(index: Int): String?

@kotlin.internal.InlineOnly
public inline operator fun CSSStyleDeclaration.get(index: Int): String?

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript
[
CSS](https://developer.mozilla.org/en/docs/Web/API/CSS)
to Kotlin
*/
public external abstract class CSS {

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companion object {
    fun escape(ident: String): String
}

/**
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package org.w3c.dom.encryptedmedia

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var audioCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var persistentState: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var sessionTypes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes
    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = "") : MediaKeySystemMediaCapability {
    val o = js("({})")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuschange: (Event) -> dynamic
    open var onmessage: ((MessageEvent) -> dynamic)
    fun generateRequest(initDataType: String, initData: dynamic): Promise<
        MediaKeys>
        fun getConfiguration(): MediaKeySystemConfiguration
        fun createMediaKeys(): MediaKeySession
        fun setServerCertificate(serverCertificate: dynamic): Promise<
            Boolean>
        fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
        fun update(response: dynamic): Promise<
            Boolean>
        fun remove(): Promise<
            Boolean>
        fun close(): Promise<
            Boolean>
        fun size: Int
        fun has(keyId: dynamic): Boolean
        fun get(keyId: dynamic): Any?
        fun open val openSize:
        fun open(val message: MediaKeyMessageEvent)): ReturnType{
            var message: MediaKeyMessageEvent
        open val open message: ArrayBuffer
NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

val messageType: MediaKeyMessageType?
val get() = definedExternally
val set(value) = definedExternally

val message: ArrayBuffer?
val get() = definedExternally
val set(value) = definedExternally

val composed: Boolean?
val get() = definedExternally
val set(value) = definedExternally

val bubbles: Boolean?
val get() = definedExternally
val set(value) = definedExternally

val cancelable: Boolean?
val get() = definedExternally
val set(value) = definedExternally

@kotlin.internal.InlineOnly
    var o = js("({})")
    o["messageType"] = messageType
    o["message"] = message
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

fun MediaKeyMessageEventInit(): Event {
    open val initDataType: String?
    var initData: ArrayBuffer?
    return null

    var message: ArrayBuffer?
    var eventInitDict: MediaKeyMessageEventInit = definedExternally

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {
        open val initDataType: String?
        var initDataType: String? /* = "" */
        val initData: ArrayBuffer?
        var initData: ArrayBuffer? /* = null */

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface MediaEncryptedEventInit : EventInit {
            var initDataType: String? /* = "" */
            var initData: ArrayBuffer? /* = null */
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["initDataType"] = initDataType
            o["initData"] = initData
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }
    }

    public external interface MediaKeysRequirement {
        companion object
    }


    companion object
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface MediaKeySessionType {
        companion object
    }

    public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

    public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

    companion object
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface MediaKeyStatus {
        companion object
    }

    public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = "expired".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = "released".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = "output-downscaled".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()

    public inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()
```kotlin
o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface WheelEventInit : MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("("")")
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("("")")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface KeyboardEventInit : KeyboardEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("("")")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

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open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {

    // Properties
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {

    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn:
Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol:
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
* Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin *
*/
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent {

    // Properties
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {

    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CompositionEventInit(data: String? = "", view: Window? = null, detail: Int? = 0, bubbles:
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
* Exposes the JavaScript
[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin *
*/
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {

    // Properties
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath():
    Array<EventTarget>
    fun stopPropagation():
    fun stopImmediatePropagation():
    fun preventDefault():
    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean? = null, companion object {

    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
    }
Short

|n|\n|n/* Exposes the JavaScript

[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin

```kotlin
fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally):
fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally):
fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally):
fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally):
fun dispatchEvent(event: Event): Boolean
```

[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin

```kotlin
class EventTarget {
    fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally):
    fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally):
    fun removeEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally):
    fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic =
definedExternally):
}
```

### Kotlin Programming Language contributors:

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

---

**Public inline abstract class HTMLAllCollection {**

```kotlin
open val length: Int
fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
fun namedItem(name: String): UnionElementOrHTMLCollection?
```

---

**Public inline operator fun HTMLAllCollection.get(index: Int): Element? =**

```kotlin
asDynamic()[index]
```

---

**Public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? =**

```kotlin
asDynamic()[name]
```

---

**Public abstract class HTMLFormControlsCollection : HTMLCollection**

---

**Public abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {**

```kotlin
open var value: String
```

---

**Public abstract class HTMLOptionsCollection : HTMLCollection {**

```kotlin
override var length: Int
open var selectedIndex: Int
fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): UnionElementOrHTMLCollection
fun remove(index: Int)
```

---

**Public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?):**

```kotlin
asDynamic()[index] = option
```

---

**Public abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,**

```kotlin
open var title: String
open var lang: String
open var translate: Boolean
open var dir: String
open var dataset: DOMStringMap
open var hidden: Boolean
open var tabIndex: Int
open var accessKey: String
open var accessKeyLabel: String
open var draggable: Boolean
open val dropzone: DOMTokenList
open var contextMenu: HTMLMenuElement
open var spellcheck: Boolean
open var innerText: String
open var offsetParent: Element
open val offsetTop: Int
open val offsetLeft: Int
open val offsetWidth: Int
open val offsetHeight: Int
open fun click(): Unit
open fun focus(): Unit
open fun blur(): Unit
open fun forceSpellCheck(): Unit
```

---

**Public inline abstract class HTMLFormControlsCollection: HTMLCollection**

```kotlin
fun add(element: UnionHTMLFormElementOrHTMLCollection, before: dynamic = definedExternally): UnionElementOrHTMLCollection
fun remove(index: Int)
```

---

**Public abstract class HTMLFormElement: HTMLElement**

```kotlin
open var type: String
open var id: String
open var name: String
open var value: String
open var checked: Boolean
open var disabled: Boolean
open var noValidate: Boolean
open var autofocus: Boolean
open var required: Boolean
open var readonly: Boolean
open var spellcheck: Boolean
open var innerText: String
open var offsetParent: Element
open val offsetTop: Int
open val offsetLeft: Int
open val offsetWidth: Int
open val offsetHeight: Int
open fun click(): Unit
open fun focus(): Unit
open fun blur(): Unit
open fun forceSpellCheck(): Unit
```
/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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Kotlin

/* public external interface HTMLHyperlinkElementUtils */
val href: String
val origin: String
val protocol: String
val username: String
val password: String
val host: String
val hostname: String
val port: String
val pathname: String
val search: String
val hash: String

val open var cite: String
val dateTime: String

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val open var src: String
val srcset: String
val sizes: String
val media: String
val type: String
val alt: String
val src: String
val naturalWidth: Int
val naturalHeight: Int
val complete: Boolean
val lowsrc: String
val align: String
val hspace: Int
val vspace: Int
val longDesc: String
val referrerPolicy: String
val name: String
val crossOrigin: String?
val useMap: String
val isMap: Boolean
val border: String
val x: Int
val y: Int

val open var onerror: String
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript
[HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
*/
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var open: String
    open var height: String
    open var referrerPolicy: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var align: String
    open var open: String
    open var frameBorder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
*/
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
*/
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open val form: HTMLFormElement?
    open var width: String
    open var height: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspage: String
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
**Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin

```kotlin
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin

```kotlin
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
    }
}
```

**Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin

```kotlin
public external abstract class HTMLAudioElement : HTMLMediaElement {

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
    }
}
```
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open var src: String
    open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open var buffered: TimeRanges
    open val readyState: Short
    open val seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var audioTracks: AudioTrackList
    open var videoTracks: VideoTrackList
    open var textTracks: TextTrackList
    open var mediaKeys: MediaKeys?
    open var onencrypted: ((Event) -> dynamic)?
    open var onwaitingforkey: ((Event) -> dynamic)?

    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open var code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_Decode: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}
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```kotlin
fun getTrackById(id: String): AudioTrack?

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin */

public external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
    open val sourceBuffer: SourceBuffer?
}

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin */

public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin */

public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
    open val sourceBuffer: SourceBuffer?
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin */

public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    open val sourceBuffer: SourceBuffer?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin */

public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin */

public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin */

public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? = null
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun TrackEventInit(track: UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean = false, cancelable: Boolean = false, composed: Boolean? = false) { TrackEventInit("

@kotlin.internal.InlineOnly
public inline fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open var areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin *
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin *
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLCollection
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLCollection
    open var rows: HTMLCollection
    open var tBodies: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption(): HTMLTableCaptionElement
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead(): HTMLTableSectionElement
    fun createTBody(): HTMLTableSectionElement
    fun deleteTBody(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin *
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/* Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin

```kotlin
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open var rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open var rowIndex: Int
    open var sectionRowIndex: Int
    open var cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var
String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var height: Int
open var indeterminate: Boolean
open var inputMode: String
open val list: HTMLInputElement?
open var max: String
open var maxLength: Int
open var min: String
open var minLength: Int
open var multiple: Boolean
open var name: String
open var pattern: String
open var placeholder: String
open var readOnly: Boolean
open var required: Boolean
open var size: Int
open var src: String
open var step: String
open var type: String
open var defaultValue: String
open var value: String
open var valueAsDate: dynamic
open var valueAsNumber: Double
open var width: Int
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val labels: NodeList
open var selectionStart: Int?
open var selectionEnd: Int?
open var selectionDirection: String?
open var align: String
open var useMap: String
fun stepUp(n: Int = definedExternally)
fun stepDown(n: Int = definedExternally)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun select()
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript HTMLButtonElement to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var formAction: String
open var formEnctype: String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var name: String
open var type: String
open var value: String
open var menu: HTMLMenuElement?
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITYREFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSINGINSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITIONContains: Short
val DOCUMENT_POSITIONCONTAINEDBY: Short
val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
}

/**
 * Exposes the JavaScript HTMLSelectElement to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
open var autocomplete: String
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var multiple: Boolean
open var name: String
open var required: Boolean
open var size: Int
open var type: String
open val options: HTMLOptionsCollection
override var length: Int
open val selectedOptions: HTMLCollection
open var selectedIndex: Int
open var value: String
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val
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DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean

    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {

val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {

val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {

val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin

// End of class definitions
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

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/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
     */
    public external abstract class ValidityState {
        open val valueMissing: Boolean
        open val typeMismatch: Boolean
        open val patternMismatch: Boolean
        open val tooLong: Boolean
        open val tooShort: Boolean
        open val rangeUnderflow: Boolean
        open val rangeOverflow: Boolean
        open val stepMismatch: Boolean
        open val badInput: Boolean
        open val customError: Boolean
        open val valid: Boolean
    }

    /**
     * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
     */
    public external abstract class HTMLDetailsElement : HTMLElement {
        open var open: Boolean

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    public external abstract class HTMLMenuElement : HTMLElement {
        open var type: String
        open var label: String
        open var compact: Boolean

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    public external abstract class HTMLMenuItemElement : HTMLElement {
        open var type: String
        open var label: String
        open var icon: String
        open var disabled: Boolean
        open var checked: Boolean
        open var radiogroup: String
        open var default: Boolean

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {

    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
}

Open Source Used In DNAC Platform Antelope 14126
JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin

```kotlin
fun setTransform(transform: dynamic = definedExternally): Unit
```

Exposed by the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin

```kotlin
external abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
}
```

Exposed by the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin

```kotlin
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}
```

Exposed by the JavaScript [CanvasPath](https://developer.mozilla.org/en/docs/Web/API/CanvasPath) to Kotlin

```kotlin
fun closePath()
fun moveTo(x: Double, y: Double)
fun lineTo(x: Double, y: Double)
fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)
fun rect(x: Double, y: Double, width: Double, height: Double)
fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally) {
```
whenDefined(name: String): Promise<Unit>

public external interface ElementDefinitionOptions {
    var extends: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("{}")
    o["extends"] = extends
    return o
}

public external interface ElementContentEditable {
    var isContentEditable: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline operator fun ElementDefinitionOptions.get(index: Int): ElementDefinitionOptions

/**
 * Exposes the JavaScript
 [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin
 */
public external class DataTransfer {
    open var dropEffect: String?
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int): Unit
    fun getData(format: String): String
    fun setData(format: String, data: String): Unit
    fun clearData(format: String = definedExternally): Unit
}

/**
 * Exposes the JavaScript
 [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin
 */
public external abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(file: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()
}

@kotlin.internal.InlineOnly
public inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */
public external abstract class DataTransferItem {
    open var kind: String
    open var type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript
 [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline operator fun DragEventInit.get(): DragEventInit

/**
 * Exposes the JavaScript
 [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */
public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp

BarProp
open val personalbar: BarProp
open val scrollbars: BarProp
open val toolbar: BarProp
open var status: String
open var closed: Boolean
open val frames: Window
open val length: Int
open val top: Window
open var opener: Any?
open val parent: Window
open val frameElement: Element
open val navigator: Navigator
open val applicationCache: ApplicationCache
open external: Extern
open val screen: Screen
open val innerWidth: Int
open val innerHeight: Int
open val scrollX: Double
open val scrollY: Double
open val scrollRestoration: ScrollRestoration
open val state: Any?
fund go(delta: Int = definedExternally)
fund back()
fund forward()
fund pushState(data: Any?, title: String, url: String? = definedExternally)
fund replaceState(data: Any?, title: String, url: String? = definedExternally)
fund assign(url: String)
fund replace(url: String)
fund reload()
Boolean? = false, composed: Boolean? = false): HashChangeEventInit {
    o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript PageTransitionEvent to Kotlin
 */
public open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    val persisted: Boolean
    val bubbles: Boolean
    val cancelable: Boolean
    val composed: Boolean

    get() = definedExternally
    set(value) = definedExternally

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short

            return o
        }
    }
}

public open interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript BeforeUnloadEvent to Kotlin
 */
public open class BeforeUnloadEvent : Event {
    val returnValue: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public abstract class ApplicationCache : EventTarget {
    val status: Short
    var onchecking: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onnoupdate: ((Event) -> dynamic)?
    var ondownloading: ((Event) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onupdateready: ((Event) -> dynamic)?
    var oncached: ((Event) -> dynamic)?
    var onobsolete: ((Event) -> dynamic)?

    fun update()
    fun abort()
    fun swapCache()

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val UPDATEREADY: Short
        val OBSOLETE: Short
    }
}

/**
 * Exposes the JavaScript NavigatorOnLine to Kotlin
 */
public interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript ErrorEvent to Kotlin
 */
public open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    val message: String
    val filename: String
    val lineno: Int
    val colno: Int
    val error: Any

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public interface ErrorEventInit : EventInit {
    var message: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var filename: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lineno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var colno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var error: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript PromiseRejectionEvent to Kotlin
 */
public open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    val promise: Promise<Any>
    val reason: Any

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>?
        get() = definedExternally
        set(value) = definedExternally
    var reason: Any
        get() = definedExternally
        set(value) = definedExternally
}
definedExternally
set(value) = definedExternally
var onfocus: ((FocusEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var oninput: ((InputEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onkeydown: ((KeyboardEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onkeypress: ((KeyboardEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onkeyup: ((KeyboardEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onload: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onloadeddata: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onloadedmetadata: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmessage: ((MessageEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmousemove: ((MouseEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmouseout: ((MouseEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmouseover: ((MouseEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onmouseup: ((MouseEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally
var onun commodo return on\n}];
*/
* Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
*/

```kotlin
public external interface GlobalEventHandlers {
    var onabort: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onblur: ((FocusEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncancel: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncancelpromise: Promise<any?>?
        get() = undefined
        set(value) = undefined
    var onerror: ((PromiseRejectionEventInit) -> dynamic)?
        get() = undefined
        set(value) = undefined
    var onfocus: ((FocusEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oninput: ((InputEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onkeydown: ((KeyboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onkeypress: ((KeyboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onkeyup: ((KeyboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmessage: ((MessageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmessageerror: ((MessageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmousemove: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseout: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseover: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseup: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onun commodo return on\n}];
*/
* Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
*/

```
definedExternally
var onmousemove: (MouseEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onwheel: (WheelEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onplay: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onplaying: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onprogress: (ProgressEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onratechange: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onreset: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onresize: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onscroll: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onseeked: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onseeking: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onselect: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onshow: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onsuspend: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var ontimeupdate: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var ontoggle: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onvolumechange: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onwaiting: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var ongotpointercapture: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onlostpointercapture: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerdown: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointermove: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerup: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointercancel: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerover: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerout: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerenter: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpointerleave: (PointerEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onafterprint: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onbeforeprint: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onbeforeunload: (BeforeUnloadEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onhashchange: (HashChangeEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onlanguagechange: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onmessage: (MessageEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onoffline: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var ononline: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpopstate: (PopStateEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onbeforeunload: (BeforeUnloadEvent) -> String?
get() = definedExternally
set(value) = definedExternally
var onhashchange: (HashChangeEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onlanguagechange: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpopupstate: (PopStateEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onmessage: (MessageEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onoffline: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var ononline: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onpopstate: (PopStateEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onmessage: (MessageEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onhashchange: (HashChangeEvent) -> dynamic?
get() = definedExternally
set(value) = definedExternally
var onlanguagechange: (Event) -> dynamic?
get() = definedExternally
set(value) = definedExternally

var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?
get() = definedExternally
set(value) = definedExternally

var onunload: ((Event) -> dynamic)?
get() = definedExternally
set(value) = definedExternally

public external interface DocumentAndElementEventHandlers {
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external interface WindowOrWorkerGlobalScope {
    val origin: String
    val caches: CacheStorage
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val vendor: String
    val vendorSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript
 */
public external class PluginArray {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
    fun get(name: String): Plugin?
}

// Other JavaScript exposes...
abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin
 */
public external abstract class Plugin : ItemArrayLike<MimeType> {
    open val name: String
    open val description: String
    open val filename: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin
 */
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
            get() = definedExternally
            set(value) = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAUL */
            get() = definedExternally
            set(value) = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
            get() = definedExternally
            set(value) = definedExternally
    var resizeWidth: Int?
            get() = definedExternally
            set(value) = definedExternally
    var resizeHeight: Int?
            get() = definedExternally
            set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
            get() = definedExternally
            set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

/**
 * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin
 */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val ports: Array<MessagePort>
    fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, ports: Array<MessagePort>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MessageEventInit : EventInit {
        var data: Any? /* = null */
                get() = definedExternally
                set(value) = definedExternally
        var origin: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
        var lastEventId: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
        var source: UnionMessagePortOrWindowProxy? /* = null */
                get() = definedExternally
                set(value) = definedExternally
        var ports: Array<MessagePort>? /* = arrayOf() */
                get() = definedExternally
                set(value) = definedExternally
}

@kotlin.internal.InlineOnly
```javascript
function createEventObject(
    o = 
    {
        lastEventId: lastEventId,
        source: source,
        ports: ports,
        bubbles: bubbles,
        cancelable: cancelable,
        composed: composed
    }
) {
    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

```
JavaScript

[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to Kotlin

```kotlin
*\public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n  fun close()\n} /* Exposes the JavaScript

[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to Kotlin

```kotlin
*\public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n  open var name: String\n  open val applicationCache: ApplicationCache\n  open var onconnect: ((Event) -> dynamic)?\n  override var onerror: ((Event) -> dynamic)?\n  fun close()\n} /* Exposes the JavaScript

[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin

```kotlin
*\public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n  var onmessage: ((MessageEvent) -> dynamic)?\n  override var onerror: ((Event) -> dynamic)?\n  fun terminate()\n  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n} /* Exposes the JavaScript

[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin

```kotlin
*\public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n  open val port: MessagePort\n} /* Exposes the JavaScript

[NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin

```kotlin
*\public external abstract class NavigatorConcurrentHardware {\n  val hardwareConcurrency: Number\n} /* Exposes the JavaScript

[WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin

```kotlin
*\public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {\n  open val serviceWorker: ServiceWorkerContainer\n} /* Exposes the JavaScript

[Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin

```kotlin
*\public external abstract class Storage {\n  open val length: Int\n  fun key(index: Int): String?\n  fun removeItem(key: String)\n  fun clear()\n  fun getItem(key: String): String?\n  fun setItem(key: String, value: String)\n} /* Exposes the JavaScript

[WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin

```kotlin
*\public external abstract class WindowSessionStorage {\n  val sessionStorage: Storage\n} /* Exposes the JavaScript

[WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin

```kotlin
*\public external abstract class WindowLocalStorage {\n  val localStorage: Storage\n} /* Exposes the JavaScript

[StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin

```kotlin
*\public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n```
open val key: String?
open val oldValue: String?
open val newValue: String?
open val url: String?

open val storageArea: Storage?

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var url: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun StorageEventInit(key: String? = null,
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Open Source Used In DNAC Platform Antelope 14138
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

open external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameBorder: String
    open var longDesc: String
    open var noResize: Boolean
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface {External
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
    var cancelable: Boolean? /* = false */
    var composed: Boolean? /* = false */

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public
external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally): Event {
  open val detail: Any?
  fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)
  companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }

  public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
    set(value) = definedExternally
  }

  @kotlin.internal.InlineOnly
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
  }

  public interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
    set(value) = definedExternally
  }

  @kotlin.internal.InlineOnly
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
  }

  public external interface NonElementParentNode {
    fun getElementsByClassName(className: String): NodeList
    fun getElementsByClassNameAndId(className: String, id: String): Element?
    fun getElementsByClassNameAndId(id: String, className: String): Element?
  }

  public interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
    val lastElementChild: Element?
    val childElementCount: Int
    fun prepend(vararg nodes: Any)
    fun append(vararg nodes: Any)
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
  }

  public interface NonDocumentTypeChildNode {
    val previousElementSibling: Element?
    val nextElementSibling: Element?
  }

  public interface ChildNode {
    fun before(vararg nodes: Any)
    fun after(vararg nodes: Any)
    fun replaceWith(vararg nodes: Any)
    fun remove(): Unit
  }

  public interface Slotable {
    val assignedSlot: HTMLSlotElement?
  }

  public external abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
  }

  public interface HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
  }

  public class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit)

  public class MutationObserver { // Optionally, you can implement this class
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
takeRecords(): Array<MutationRecord> * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin

```kotlin
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() =
        set(value) = definedExternally
    var attributes: Boolean?
        get() =
        set(value) = definedExternally
    var characterData: Boolean?
        get() =
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() =
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() =
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() =
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() =
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```

```kotlin
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}
```

```kotlin
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun normalize(): Node
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() =
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
    open val implementation:

```
DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType
    open val documentElement: Element
    open val location: Location
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement
    open val head: HTMLHeadElement
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement
    open val defaultView: Window
    open val activeElement: Element
    var designMode: String
    var onreadystatechange: ((Event) -> dynamic)
    var fgColor: String
    var linkColor: String
    var vlinkColor: String
    var alinkColor: String
    var bgColor: String
    open val anchors: HTMLCollection
    open val applets: HTMLCollection
    open val all: HTMLAllCollection
    open val scrollingElement: Element
    open val styleSheets: StyleSheetList
    open val rootElement: SVGSVGElem,...
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/

var Document.get(name: String): dynamic =
    asDynamic()[name]

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin
 */
public external open class XMLDocument : Document {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ElementCreationOptions {
    var `is`: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {
    val o = js("({})")
    o["is"] = `is`
    return o
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */); DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */); DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */); DOMQuad
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
**Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin */

```kotlin
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment
}
```

**Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin */

```kotlin
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}
```

**Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin */

```kotlin
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}
```

**Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin */

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short
}
```

**Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin */

```kotlin
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}
```

**Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin */

```kotlin
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrix): DOMPoint
}
```

**Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin */

```kotlin
public external open class DOMPoint : DOMPointReadOnly {
    constructor(init: DOMPointInit)
}
```

---

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definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally}

override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript
 [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript
 [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript
 [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
 [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double)
    fun scale(scale: Double, originX: Double, originY: Double)
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double)
    fun rotate(angle: Double, originX: Double, originY: Double)
    fun rotateFromVector(x: Double, y: Double, z: Double)
}
Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(x: Double): DOMMatrix
    fun skewY(y: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)

    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?

    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaQueryListEventInit : EventInit {
        var media: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val open

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
    fun getClientRect(): DOMRect?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    o["behavior"] = behavior
    o["return o"] = return o
    return o
}

public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
}

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {
    val o = js("({})")
    o["fromBox"] = fromBox
    o["toBox"] = toBox
    return o
}

/**
 * Exposes the JavaScript [GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin
 */
public external interface GeometryUtils {
    fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint
}

/**
 * Exposes the JavaScript [Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin
 */
public external open class Touch {
    open val identifier: Int
    open val target: EventTarget
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val pageX: Int
    open val pageY: Int
    open val region: String?
}

public external open class TouchList : ItemArrayLike<Touch> {
    override fun item(index: Int): Touch?
}

@kotlin.internal.InlineOnly
public inline operator fun TouchList.get(index: Int): Touch? = asDynamic()[index]

public external open class TouchEvent : UIEvent {
    open val touches: TouchList
    open val targetTouches: TouchList
    open val changedTouches: TouchList
    open val altKey: Boolean
    open val metaKey: Boolean
    open val shiftKey: Boolean
    open val ctrlKey: Boolean
}

/**
 * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */
public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var canplay: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: (Event) -> dynamic)?
}
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertRectFromNode(rect: DOMRectInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
    val NETWORK_EMPTY: Short
    val NETWORK_IDLE: Short
    val NETWORK_LOADING: Short
    val NETWORK_NO_SOURCE: Short
    val HAVE_NOTHING: Short
    val HAVE_METADATA: Short
    val HAVE_CURRENT_DATA: Short
    val HAVE_FUTURE_DATA: Short
    val HAVE_ENOUGH_DATA: Short
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onemptied: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onloading: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onmessage: ((MessageEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmessage: ((MessageEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)
override fun onmousedown((MouseEvent) -> dynamic)?
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        override fun onkeyup((KeyboardEvent) -> dynamic)?
        override fun onkeydown((KeyboardEvent) -> dynamic)?
        override fun onkeypress((KeyboardEvent) -> dynamic)?
        override fun onkeyup((KeyboardEvent) -> dyna
interface DocumentReadyState {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


"medium".asDynamic().unsafeCast<ImageSmoothingQuality>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.BUTT: CanvasLineJoin get() = "butt".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign {
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration {
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
"end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {

companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()

/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT! See github.com/kotlin/dukat for details

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var window: Any?
        get() = definedExternally
        set(value) = definedExternally
    var @kotlin.internal.InlineOnly
        get() = definedExternally
        set(value) = definedExternally
}

Open Source Used In DNAC Platform Antelope 14159
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"]
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {  
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>

    override val bodyUsed: Boolean

    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>

    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.TRACK: RequestDestination get() = "track".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.VIDEO: RequestDestination get() = "video".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() =
"media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() =
"object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() =
"report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() =
"script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {

    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {

    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {

    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {

    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() =
"manual".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.POST: RequestRedirect get() =
"post".asDynamic().unsafeCast<RequestRedirect>()
MediaTrackSupportedConstraints::

```kotlin

    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
```

MediaTrackCapabilities::

```kotlin
public external interface MediaTrackCapabilities {
    var width: ULongRange?
    var height: ULongRange?
    var aspectRatio: DoubleRange?
    var frameRate: DoubleRange?
    var facingMode: Array<String>?
    var resizeMode: Array<String>?
    var volume: DoubleRange?
    var sampleRate: ULongRange?
    var sampleSize: ULongRange?
    var echoCancellation: Array<Boolean>?
    var autoGainControl: Array<Boolean>?
    var noiseSuppression: Array<Boolean>?
    var latency: DoubleRange?
    var channelCount: ULongRange?
    var deviceId: String?
    var groupId: String?
}
```

```
/**
 * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
```

Open Source Used In DNAC Platform Antelope 14163

---

Open Source Used In DNAC Platform Antelope 14163
Array<MediaTrackConstraintSet>?
get() = definedExternally
set(value) = definedExternally
@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraints(advanced:
Array<MediaTrackConstraintSet>?
val o = js("{}")
on o["advanced"] = advanced
on o["width"] = width
on o["height"] = height
on o["aspectRatio"] = aspectRatio
on o["frameRate"] = frameRate
on o["facingMode"] = facingMode
on o["resizeMode"] = resizeMode
on o["volume"] = volume
on o["sampleRate"] = sampleRate
on o["sampleSize"] = sampleSize
on o["echoCancellation"] = echoCancellation
on o["autoGainControl"] = autoGainControl
on o["noiseSuppression"] = noiseSuppression
on o["latency"] = latency
on o["channelCount"] = channelCount
MediaTrackConstraintSet
val o = js("{}")
on o["value"] = value
on o["width"] = width
on o["height"] = height
on o["aspectRatio"] = aspectRatio
on o["frameRate"] = frameRate
on o["facingMode"] = facingMode
on o["resizeMode"] = resizeMode
on o["volume"] = volume
on o["sampleRate"] = sampleRate
on o["sampleSize"] = sampleSize
on o["echoCancellation"] = echoCancellation
on o["autoGainControl"] = autoGainControl
on o["noiseSuppression"] = noiseSuppression
on o["latency"] = latency
on o["channelCount"] = channelCount
on o["deviceId"] = deviceId
MediaTrackSettings
val o = js("{}")
on o["value"] = value
on o["width"] = width
on o["height"] = height
on o["aspectRatio"] = aspectRatio
on o["frameRate"] = frameRate
on o["facingMode"] = facingMode
on o["resizeMode"] = resizeMode
on o["volume"] = volume
on o["sampleRate"] = sampleRate
on o["sampleSize"] = sampleSize
on o["echoCancellation"] = echoCancellation
on o["autoGainControl"] = autoGainControl
on o["noiseSuppression"] = noiseSuppression
on o["latency"] = latency
on o["channelCount"] = channelCount
on o["deviceId"] = deviceId
on o["groupId"] = groupId

Kotlin

 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var audio: dynamic /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

Kotlin

 /*
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("{}")
    o["video"] = video
    o["audio"] = audio
    return o
}

Kotlin

 public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}

Kotlin

 /**
 * Exposes the JavaScript
 * [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("{}")
    o["max"] = max
    o["min"] = min
    return o
}

Kotlin

 public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

Kotlin

 public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("{}")
    o["max"] = max
    o["min"] = min
    return o
}

Kotlin

 public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

Kotlin

 /*
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

Kotlin

 /*
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("{}")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

Kotlin

 public external interface Capabilities

 @kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("{}")
    return o
}

Kotlin

 public external interface Settings

 @kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("{}")
    return o
}

Kotlin

 public external interface ConstraintSet

 @kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("{}")
    return o
}

Kotlin

 public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
    var capabilities: Capabilities
        get() = definedExternally
        set(value) = definedExternally
    var settings: Settings
        get() = definedExternally
        set(value) = definedExternally
    var constrainablePatterns: Array<ConstrainablePattern>?
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet> = undefined, capabilities: Capabilities = undefined, settings: Settings = undefined, constrainablePatterns: Array<ConstrainablePattern> = undefined): Constraints {
    val o = js("{}")
    o["advanced"] = advanced
    o["capabilities"] = capabilities
    o["settings"] = settings
    o["constrainablePatterns"] = constrainablePatterns
    return o
}

Kotlin

 public external interface DNACPlatformAntelope 14166

 /**
 * Exposes the JavaScript
 */
public external interface DNACPlatformAntelope 14166 {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

Kotlin

 @kotlin.internal.InlineOnly
public inline fun DNACPlatformAntelope 14166(video: dynamic = false, audio: dynamic = false): DNACPlatformAntelope 14166 {
    val o = js("{}")
    o["video"] = video
    o["audio"] = audio
    return o
}
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["ModifierAltGraph"] = modifierAltGraph
    o["ModifierCapsLock"] = modifierCapsLock
    o["ModifierFn"] = modifierFn
    o["ModifierFnLock"] = modifierFnLock
    o["ModifierHyper"] = modifierHyper
    o["ModifierNumLock"] = modifierNumLock
    o["ModifierScrollLock"] = modifierScrollLock
    o["ModifierSuper"] = modifierSuper
    o["ModifierSymbol"] = modifierSymbol
    o["ModifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT
// See github.com/kotlin/duktak for details

package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
definedExternally
}\n}@kotlin.internal.InlineOnly\n\npublic inline fun SVGBoundingBoxOptions(fill: Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false): SVGBoundingBoxOptions {\n    val o = js("({})")\n    o["fill"] = fill\n    o["stroke"] = stroke\n    o["markers"] = markers\n    o["clipped"] = clipped\n    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript
[SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin

*\n\npublic external abstract class SVGGraphicsElement : SVGElement, SVGTests {\n
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
[SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin

*\n\npublic external abstract class SVGGeometryElement : SVGGraphicsElement {

    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
[SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin

*\n\npublic external abstract class SVGNumber {

    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {

        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin

*\n\npublic external abstract class SVGAngle {

    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {

        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
    }
}
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```kotlin
/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRect
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open var baseVal: List<Number>
    open val animVal: List<Number>
}
```

---

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*/
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript
*/
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript
*/
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? =
asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) {
asDynamic()[index] = newItem
}

/**
 * Exposes the JavaScript
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript
*/
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript
*/
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript
*/
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan,
WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(): Int
    fun unsuspendRedrawAll(): Int
    fun forceRedraw(): Int

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
    }
}
DOCUMENT_NODE: Short\nval DOCUMENT_TYPE_NODE: Short\nval DOCUMENT_FRAGMENT_NODE: Short\nval NOTATION_NODE: Short\nval DOCUMENT_POSITION_DISCONNECTED: Short\nval DOCUMENT_POSITION_PRECEDING: Short\nval DOCUMENT_POSITION_FOLLOWING: Short\nval DOCUMENT_POSITION_CONTAINS: Short\nval DOCUMENT_POSITION_CONTAINED_BY: Short\nval DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class
SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int

    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem:
SVGTransform
  fun replaceItem(newItem: SVGTransform, index: Int):
  fun removeItem(index: Int): SVGTransform
  fun appendItem(newItem: SVGTransform):
  fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
  fun consolidate(): SVGTransform
  fun getItem(index: Int):

(~@kotlin.internal.InlineOnly~)
public inline operator fun SVGTransformList.get(index: Int): SVGTransform?
  asDynamic()[index]

(~@kotlin.internal.InlineOnly~)
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) {
  asDynamic()[index] = newItem
}

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
  open val baseVal: SVGTransformList
  open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
  open var align: Short
  open var meetOrSlice: Short

  companion object {
    val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
    val SVG_PRESERVEASPECTRATIO_NONE: Short
    val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
    val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
    val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
    val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
    val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
    val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
    val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
    val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
    val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
    val SVG_MEETORSLICE_UNKNOWN: Short
    val SVG_MEETORSLICE_MEET: Short
    val SVG_MEETORSLICE_SLICE: Short
  }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
  open val baseVal: SVGPreserveAspectRatio
  open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

\*/

public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
The document contains code snippets related to JavaScript and Kotlin. It exposes the JavaScript library `SVGAnimatedPoints` to Kotlin, allowing interaction with SVG elements in a more Kotlin-friendly manner. The code is part of a larger project that integrates open-source libraries into the DNAC Platform Antelope. The snippet includes various classes and functions related to SVG elements, such as `SVGPolylineElement`, `SVGTextContentElement`, and others, which are used for manipulating SVG graphics within a Kotlin environment.

The code is structured with imports, class definitions, and methods that perform operations like getting, setting, and manipulating properties of SVG elements. It also includes documentation comments explaining the purpose and usage of these classes.

The document snippet provides insight into how open-source libraries can be utilized within specific software platforms, such as the DNAC Platform Antelope, enhancing functionality and interoperability with web standards like SVG.
SVG_MARKERUNITS_UNKNOWN: Short
val SVG_MARKERUNITS_USERSPACEONUSE: Short
val SVG_MARKERUNITS_STROKEWIDTH: Short
val SVG_MARKER_ORIENT_UNKNOWN: Short
val SVG_MARKER_ORIENT_AUTO: Short
val SVG_MARKER_ORIENT_ANGLE: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**SVGStopElement**

Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin.

```kotlin
public abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber
}
```

**SVGPatternElement**

Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin.

```kotlin
public abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
}
```

**SVGHatchElement**

```kotlin
public abstract class SVGHatchElement : SVGElement {
}
```
SVGHatchpathElement: SVGElemet {\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement: SVGElemet, SVGURIReference {\n    open val x: SVGElemet\n    open val y: SVGElemet\n
    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement: SVGElemet, SVGURIReference, HTMLOrSVGScriptElement {\n    open var type: String\n    open var crossOrigin: String?\n
    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement: SVGGraphicsElement, SVGURIReference {\n    open val target: SVGElemet\n    open val download: SVGElemet\n    open val rel: SVGElemet\n    open val relList: SVGElemet\n    open val hreflang: SVGElemet\n    open val type: SVGElemet\n
    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }
}
[SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin

```kotlin
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Do not hallucinate.
Open Source Used In DNAC Platform Antelope

[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin

```kotlin
/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
 */

public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
```

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.domWebpack.*
import org.khronos.webgl.*
import org.w3c.css.masking.
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}
```

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    get() = definedExternally
    set(value) = definedExternally
    var lang: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var body: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var tag: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var image: String?
    get() = definedExternally
    set(value) = definedExternally
    var icon: String?
    get() = definedExternally
    set(value) = definedExternally
    var badge: String?
    get() = definedExternally
    set(value) = definedExternally
    var sound: String?
    get() = definedExternally
    set(value) = definedExternally
    var vibrate: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var timestamp: Number?
    get() = definedExternally
    set(value) = definedExternally
    var renotify: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var silent: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var noscreen: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var sticky: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var data: Any? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var actions: Array<NotificationAction>?
    get() = definedExternally
    set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
```
```kotlin
/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*
```

```kotlin
/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {

        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun NotificationEventInit(notification: Notification?, action: String? = "," asDynamic().unsafeCast<NotificationEventInit>()): NotificationEventInit {
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    return o
}

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
```
UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state:
    ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?,
    transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to
 Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing:
    ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope:
    String
    open var onupdatefound: ((Event) -> dynamic)?
    fun register(scriptURL: String,
    options: RegistrationOptions = definedExternally)
    fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations():
    Promise<Array<ServiceWorkerRegistration>>
    fun startMessages():
    Promise<Unit>
}

/**
 * Exposes the JavaScript
 [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller:
    ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    fun register(scriptURL: String,
    options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<any?>
    fun startMessages():
    Promise<Unit>
}

public external interface
RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to
 Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict:
ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin:
    String
    open val lastEventId: String
    open val source:
    ServiceWorkerGlobalScope

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ServiceWorkerMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
ServiceWorkerGlobalScope = undefined, ports: Array<MessagePort>?)

Promise<Unit>.

/**
 * Exposes the JavaScript
 */

public external class Antelope
{
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 */

public external class UnionClientOrMessagePortOrServiceWorker
{
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 */

public external class WindowClient
{
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 */

public external class Clients
{
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<ClientWindow>
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions
{
    var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW).

/**
 * Exposes the JavaScript
 */

public external open class ForeignFetchEvent
{
    open val request: Request
    open val origin: String
    fun respondWith(r: Promise<ForeignFetchResponse>)
}

public external interface ForeignFetchOptions
{
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?):

/**
 * Exposes the JavaScript
 */

public external open class FetchEvent
{
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)
}

public external interface FetchEventInit
{
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
object {\n    val NONE: Short
    val CAPTURING_PHASE: Short \n    |\n    \n    \n    }\n\npublic external interface ForeignFetchEventInit : ExtendableEventInit {\n    var request: Request?\n    get() = definedExternally\n    set(value) = definedExternally\n    var origin: String? /* = "null" */\n    get() = definedExternally\n    set(value) = definedExternally\n    var @kotlin.internal.InlineOnly\n    public\n    inline\n    fun \n    ForeignFetchEventInit(request: Request?, \n    origin: String? = "null", \n    bubbles: Boolean? = false, cancelable: Boolean? = false, \n    composed: Boolean? = false): ForeignFetchEventInit {\n        \n        val o = js("({})")\n        o["request"] = request\n        o["origin"] = origin\n        o["bubbles"] = bubbles\n        o["cancelable"] = cancelable\n        o["composed"] = composed\n        return o\n    }\n
    public external interface ForeignFetchResponse {\n        var response: Response?\n        get() = definedExternally\n        set(value) = definedExternally\n        var origin: String? \n        get() = definedExternally\n        set(value) = definedExternally\n        var headers: Array<String>? \n        get() = definedExternally\n        set(value) = definedExternally\n    }\n
    @kotlin.internal.InlineOnly\n    public inline fun ForeignFetchResponse(response: Response?, \n    origin: String? = undefined, \n    headers: Array<String>? = undefined): ForeignFetchResponse {\n        \n        val o = js("({})")\n        o["response"] = response\n        o["origin"] = origin\n        o["headers"] = headers\n        return o\n    }\n
    /**\n     * Exposes the JavaScript \n     * \n     * `ExtendableMessageEvent` ([https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent)) to Kotlin\n     */\n    public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = \n    definedExternally) : ExtendableEvent {\n        open val data: Any?\n        open val origin: String\n        open val lastEventId: String\n        open val source: UnionClientOrMessagePortOrServiceWorker?\n        open val ports: Array<out MessagePort>?\n
        companion object {\n            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }\n
        public external interface \n        ExtendableMessageEventInit : ExtendableEventInit {\n            var data: Any?\n                get() = definedExternally\n                set(value) = definedExternally\n            var origin: String? \n                get() = definedExternally\n                set(value) = definedExternally\n            var lastEventId: String? \n                get() = definedExternally\n                set(value) = definedExternally\n            var source: UnionClientOrMessagePortOrServiceWorker? \n                get() = definedExternally\n                set(value) = definedExternally\n            var ports: Array<MessagePort>? \n                get() = definedExternally\n                set(value) = definedExternally\n        }\n
        @kotlin.internal.InlineOnly\n        public inline fun \n        ExtendableMessageEventInit(data: Any? = undefined, \n        origin: String? = undefined, \n        lastEventId: String? = undefined, \n        source: UnionClientOrMessagePortOrServiceWorker? = undefined, \n        ports: Array<MessagePort>? = undefined, \n        bubbles: Boolean? = false, cancelable: Boolean? = false, \n        composed: Boolean? = false): ExtendableMessageEventInit {\n            \n            val o = js("({})")\n            o["data"] = data\n            o["origin"] = origin\n            o["lastEventId"] = lastEventId\n            o["source"] = source\n            o["ports"] = ports\n            o["bubbles"] = bubbles\n            o["cancelable"] = cancelable\n            o["composed"] = composed\n            return o\n        }\n
        /**\n         * Exposes the JavaScript \n         * \n         * `Cache` ([https://developer.mozilla.org/en/docs/Web/API/Cache](https://developer.mozilla.org/en/docs/Web/API/Cache)) to Kotlin\n         */\n        public external abstract class Cache {\n            fun match(request: dynamic, options: CacheQueryOptions = \n            definedExternally): Promise<Any?>\n            fun matchAll(request: dynamic = definedExternally, \n            options: CacheQueryOptions = definedExternally): Promise<Array<Response>>\n            fun add(request: dynamic): Promise<Unit}\n            fun addAll(requests: Array<dynamic>): Promise<Unit}\n            fun put(request: dynamic, response: Response): Promise<Unit}\n            fun delete(request: dynamic, options: CacheQueryOptions = \n            definedExternally): Promise<Boolean}\n            fun keys(request: dynamic = definedExternally, \n            options: CacheQueryOptions = definedExternally): Promise<Array<Request>>\n        }\n
        public external interface CacheQueryOptions {\n            var ignoreSearch: Boolean? /* = false */\n            get() = definedExternally\n            set(value) = definedExternally\n            var ignoreMethod: Boolean? /* = false */\n            get() = definedExternally\n            set(value) = definedExternally\n            var ignoreVary: Boolean? /* = false */\n            get() = definedExternally\n            set(value) = definedExternally\n            var cacheName: String? = undefined\n            get() = definedExternally\n            set(value) = definedExternally\n        }\n
        @kotlin.internal.InlineOnly\n        public inline fun \n        CacheQueryOptions(ignoreSearch: Boolean? = false, \n        ignoreMethod: Boolean? = false, \n        ignoreVary: Boolean? = false, \n        cacheName: String? = undefined): CacheQueryOptions {\n            \n            val o = js("({})")\n            o["ignoreSearch"] = ignoreSearch\n            o["ignoreMethod"] = ignoreMethod\n            o["ignoreVary"] = ignoreVary\n            o["cacheName"] = cacheName\n        }\n    }\n}
org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public abstract external class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript FormData to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript ProgressEvent to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
    var loaded: Number? /* = 0 */
    var total: Number? /* = 0 */
    var bubbles: Boolean? /* = false */
    var cancelable: Boolean? /* = false */
    var composed: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

-open-source-used-in-dnac-platform-antelope-14192
"document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/*
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 * and Kotlin Programming Language contributors.
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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by using [UseExperimental]
 * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use RequiresOptIn instead.")
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use OptIn instead.")
ReplaceWith("OptIn("markerClass")", "kotlin.OptIn")

/**
 * This annotation marks the standard library API that is considered experimental and is not subject to the general compatibility guarantees given for the standard library:
 * the behavior of such API may be changed or the API may be removed completely in any further release.
 * Beware using the annotated API especially if you're developing a library, since your library might become binary incompatible
 * with the future versions of the standard library.
 * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`
 * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalStdlibApi`.
 */
@MustBeDocumented
@SinceKotlin("1.3")
@Suppress("DEPRECATION")
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@MustBeDocumented

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*/

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 * It enables to infer the type arguments of that generic function from the lambda body passed to that parameter.
 * The calls that affect inference are either members of the receiver type of an annotated function parameter or extensions for that type. The extensions must be themselves annotated with `@BuilderInference`, e.g. Example: we declare a `fun`:
 * ```
 * sequence(@BuilderInference block: suspend SequenceScope.<T>(...) -> Unit): Sequence<T>
 * ```
 * and use it like:
 * ```
 * val result = sequence { yield("result") }
 * ```
 * The argument of the resulting sequence is inferred to `String` from the argument of the `SequenceScope.yield` function, that is called inside the lambda passed to `sequence`.
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@ExperimentalTypeInference
public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter lists that differ only in the return type, this annotation enables overload selection based on the type of the value returned from the lambda function passed to this functional parameter. The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

@Target(FUNCTION)
@Retention(AnnotationRetention.BINARY)
@ExperimentalTypeInference
@OverloadResolutionByLambdaReturnType
public annotation class OverloadResolutionByLambdaReturnType

/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the `@OptIn` annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as "optional". Optional expected class is allowed to have no corresponding actual class on a platform. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it's used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.

@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin(\"1.2.50\")
@RequireKotlinVersionKind
public annotation class ExperimentalMultiplatform

*[BundleInference]

@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)
@Retention(AnnotationRetention.BINARY)
@ExperimentalTypeInference
@OverloadResolutionByLambdaReturnType
public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter lists that differ only in the return type, this annotation enables overload selection based on the type of the value returned from the lambda function passed to this functional parameter. The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

@Target(FUNCTION)
@Retention(AnnotationRetention.BINARY)
@ExperimentalTypeInference
@OverloadResolutionByLambdaReturnType
public annotation class OverloadResolutionByLambdaReturnType

/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the `@OptIn` annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as "optional". Optional expected class is allowed to have no corresponding actual class on a platform. If an optional annotation has no corresponding actual class on a platform, the annotation entries where it's used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.

@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin(\"1.2.50\")
@RequireKotlinVersionKind
public annotation class ExperimentalMultiplatform
if (fromIndex > toIndex) { throw IllegalArgumentException("fromIndex: $fromIndex > toIndex: $toIndex") }

val otherIterator = entries.iterator()

override fun iterator(): Iterator<K> {
    return object : Iterator<K> {
        override fun hasNext(): Boolean = otherIterator.hasNext()
        override fun next(): K = otherIterator.next()
    }
}

internal fun checkBoundsIndexes(fromIndex: Int, endIndex: Int, size: Int) {
    if (fromIndex < 0 || endIndex > size) {
        throw IndexOutOfBoundsException("startIndex: $fromIndex > endIndex: $endIndex")
    }
}

internal fun checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {
    if (startIndex < 0 || endIndex > size) {
        throw IndexOutOfBoundsException("startIndex: $startIndex > endIndex: $endIndex")
    }
}

internal fun orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {
    if (c.size != other.size) return false

    var result = true
    for (entry in c) {
        val elemOther = other.first { it.key == entry.key }
        if (elemOther == null) {
            result = false
            break
        }
        if (entry.value != elemOther.value) {
            result = false
            break
        }
    }

    return result
}

internal fun orderedHashCode(c: Collection<*>):
    if (c.isEmpty()) {
        return 0
    }

    return c.fold(0) { acc, entry ->
        acc + entry.hashCode()
    }

internal fun containsValue(key: K): Boolean {
    return entries.containsValue(key)
}

override fun containsValue(value: @UnsafeVariance V): Boolean {
    return entries.containsValue(value)
}

override fun values: Collection<V> {
    if (_values == null) {
        _values = object : AbstractCollection<V>() {
            override operator fun contains(element: @UnsafeVariance V): Boolean = entries.containsValue(element)
            override operator fun iterator(): Iterator<V> {
                return object : Iterator<V> {
                    override fun containsValue(element)
                        val entryIterator = entries.iterator()
                        return object : Iterator<V> {
                            override fun iterator()
                                val values: Collection<V> {
                                    entries
                                }

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(it) }

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

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    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

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    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()

    internal fun toString(): String = entries.joinToString(", ", "{", "}") {

    internal fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + "=" + toString(entry.value)

    internal fun toString(o: Any?): String = if (o === this) "(this Map)" else o.toString()
private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

internal companion object {

    internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }

    internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
        "$key=$value"
    }

    internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {
        if (other !is Map.Entry<*, *>) return false

        return e.key == other.key && e.value == other.value
    }

}
elementData.size) \n    elementData.copyInto(newElements, elementData.size - head, 0, head) \n    head = 0 \n    elementData = newElements \n  } \n  @kotlin.internal.InlineOnly private inline fun internalGet(internalIndex: Int): E { \n    @Suppress("UNCHECKED_CAST") \n    return elementData[internalIndex] as E? \n  } \n  private fun positiveMod(index: Int): Int { \n    return if (index >= elementData.size) \n      index - elementData.size \n    else index \n  } \n  private fun negativeMod(index: Int): Int { \n    return if (index < 0) \n      index + elementData.size \n    else index \n  } \n  @kotlin.internal.InlineOnly private inline fun internalLastIndex(): Int { \n    return elementData.size - 1 \n  } \n  private fun decremented(index: Int): Int { \n    if (index == 0) \n      return head \n    else \n      return (head + index) % elementData.size \n  } \n  private fun incremented(index: Int): Int { \n    if (index == elementData.size) \n      return 0 \n    else \n      return index + elementData.size \n  } \n  private fun internalIndex(index: Int): Int { \n    return if (index < 0) \n      internalGet(negativeMod(index)) \n    else \n      internalGet(positiveMod(index)) \n  } \n  override fun isEmpty(): Boolean { \n    return size == 0 \n  } \n  override fun addFirst(element: E) { \n    ensureCapacity(size + 1) \n    head = decremented(head) \n    elementData[head] = element \n    size += 1 \n  } \n  override fun addLast(element: E) { \n    ensureCapacity(size + 1) \n    head = incremented(head) \n    elementData[head] = element \n    size += 1 \n  } \n  override fun add(index: Int, element: E): Boolean { \n    if (index == size) \n      addLast(element) \n    else \n      throw IndexOutOfBoundsException("Index: \n    \n    2. `head` is greater than `tail`:  \n    [e3, #, #, e1, e2] \n    where head is the index of the first element in the circular array, \n    and tail is the index of the last element in the last index. \n    // At this point the insertion index is not equal to head or tail. \n    // Also the circular array can store at least one more element. \n    // Depending on where the given element must be inserted the preceding or the succeeding elements will be shifted to make room for the element to be inserted. \n    // In case the preceding elements are shifted: \n    // * if the insertion index is greater than the head (regardless of circular array form) \n    // * otherwise, the circular array has (2) form and the insertion index is less than tail \n    // -> shift all elements in the back of the array \n    // -> shift preceding elements in the front of the array \n    // In case the succeeding elements are shifted: \n    // * if the insertion index is less than the tail (regardless of circular array form) \n    // * otherwise, the circular array has (2) form and the insertion index is greater than head \n    // -> shift all elements in the front of the
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array
// -> shift succeeding elements in the back of the array
val internalIndex = internalIndex(index)
if (index < (size + 1) shr 1) {
    // closer to the first element -> shift preceding
    elements
val decrementedInternalIndex = decremented(internalIndex)
val decrementedHead = decremented(head)
if (decrementedInternalIndex >= head) {
    elementData[decrementedHead] = elementData[head] // head can be zero
}
else { // head > tail
    elementData.copyInto(elementData, head - 1, head, elementData.size) // head can't be zero
    elementData[elementData.size - 1] = elementData[0]
    elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
}
}
else {
    elementData[decrementedInternalIndex] = element
    head = decrementedHead
}
else { // closer to the last element -> shift succeeding elements
    val tail = internalIndex(size)
    if (internalIndex < tail) {
        elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)
    } else if (head > tail) {
        elementData.copyInto(elementData, 0, head - 1, head, elementData.size)
        elementData.size = internalIndex(size) - 1
        elementData.copyInto(elementData, elementData.size + 1, internalIndex, elementData.size - 1)
        elementData[internalIndex] = element
        size -= 1
    }
}
private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {
    val val iterator = elements.iterator() for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext()) break
        elementData[index] = iterator.next()
    }
    if (!iterator.hasNext()) return false
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(internalIndex, elements)
    return true
}
public override fun addAll(addAll: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    !iterator.hasNext() break
    elementData[index] = iterator.next()
}
for (index in internalIndex until elementData.size) {
    if (!iterator.hasNext()) break
    elementData[index] = iterator.next()
}
for (index in 0 until head) {
    if (!iterator.hasNext()) break
    elementData[index] = iterator.next()
}
for (index in 0 until head + shiftToBack) {
    if (!iterator.hasNext()) break
    elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)
}
val shiftedHead = head - elements.size
val decrementedHead = decremented(head)
if (decrementedHead < 0) {
    elementData.copyInto(elementData, shiftedHead, head, internalIndex)
}
} else { // head < tail, insertion leads to head >= tail
    shiftedHead += elementData.size
    val elementsToShift = internalIndex - head
    val shiftToBack = elementData.size - shiftToBack
    if (shiftToBack >= elementsToShift) {
        elementData.copyInto(elementData, internalIndex, head, shiftToBack)
        elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)
    } else {
        elementData.copyInto(elementData, 0, head, shiftToBack)
        elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)
    }
    // closer to the last element -> shift succeeding elements
    shiftToBack = shiftBack(shiftToBack) // head can't be zero
    if (shiftToBack >= elementsToShift) {
        elementData.copyInto(elementData, shiftToBack, head, head + shiftToBack)
        elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)
    } else {
        // head > tail, internalIndex < tail
        elementData.copyInto(elementData, shiftToBack, head, elementData.size)
    }
}
val head = shiftedHead
val shiftedInternalIndex = shiftToFront(shiftedInternalIndex, internalIndex, tail)
if (shiftedInternalIndex >= elementData.size) {
    elementData.copyInto(elementData, shiftToBack, head, internalIndex)
} else {
    // head < tail, insertion leads to head >= tail
    if (shiftedInternalIndex >= elementData.size) {
        elementData.copyInto(elementData, shiftToBack, head, internalIndex)
    } else {
        // head > tail, internalIndex > head
        elementData.copyInto(elementData, elementData.size, 0, tail)
    }
}
if (shiftedInternalIndex >= elementData.size) {
    elementData.copyInto(elementData, shiftToBack, head, internalIndex)
}
else {
    // head < tail, insertion leads to head >= tail
    if (shiftedInternalIndex >= elementData.size) {
        elementData.copyInto(elementData, shiftToBack, head, internalIndex)
    }
    // head > tail, internalIndex > head
    elementData.copyInto(elementData, elementData.size, 0, tail)
}
else { // head > tail, internalIndex < head
    elementData.copyInto(elementData, elementsSize, 0, tail)
}
else {
    // head > tail, internalIndex > head
    elementData.copyInto(elementData, elementData.size, 0, tail)
}
else { // head > tail, internalIndex < head
    elementData.copyInto(elementData, elementsSize, 0, tail)
}
else {
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E)) {\n    elementData[newTail] = element\n    newTail = incremented(newTail)\n}\n    else {\n        modified = true\n    }\n}\n\n    if (modified)\n        size = negativeMod(newTail - head)\n    else {\n        modified = true\n    }\n\n} else {\n    return modified\n}\n\n    public override fun clear() {\n        val tail = internalIndex(size)\n        if (head < tail) {\n            elementData.fill(null, head, tail)\n        } else if (isNotEmpty()) {\n            elementData.fill(null, head, elementData.size)\n            elementData.fill(0, tail)\n        }\n        head = 0\n        size = 0\n    }\n\n    internal companion object {\n        private val emptyElementData = emptyArray<Any?>()\n        private const val maxArraySize = Int.MAX_VALUE - 8\n        private const val defaultMinCapacity = 10\n        internal fun newArray<Any?>()\n            return newCapacity(0, defaultMinCapacity)\n\n        private const val maxCapacity = if (maxArraySize > 0)\n            newCapacity if (newCapacity > maxArraySize) return newCapacity\n\n        private fun newCapacity(): Int {\n            // overflow-conscious\n            var newCapacity = oldCapacity + (oldCapacity shr 1)\n            if (newCapacity - minCapacity < 0)\n                newCapacity = minCapacity\n            if (newCapacity - maxArraySize > 0)\n                newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize\n            return newCapacity\n        }\n    }\n\n    // For testing only\n    internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {\n        val tail = internalIndex(size)\n\n        if (isEmpty()) {\n            structure(0, emptyArray())\n            return\n        }\n\n        val elements = arrayOfNulls<Any?>(size)\n        if (head < tail) {\n            elementData.copyInto(elements, startIndex = head, endIndex = tail)\n            structure(head, elements)\n        } else {\n            elementData.copyInto(elements, startIndex = head)\n            elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)\n            structure(head - elementData.size, elements)\n        }\n    }\n}
v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false
v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false
v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false
else -> if (v1 != v2) return false
}

    return
}

@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepToString")
@kotlin.js.JsName("contentDeepToStringImpl")
internal fun <T> Array<out T>?.contentDeepToStringImpl(): String {
    if (this == null) return "null"
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this,
            mutableListOf<Array<*>>())
    }
}

@OptIn(ExperimentalUnsignedTypes::class)
private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...]")
        return
    } processed.add(this)

    result.append('[')
    for (i in indices) {
        if (i != 0) {
            result.append(', ')
        }
        val element = this[i]
        when (element) {
            null -> result.append("null")
            is Array<*> -> element.contentDeepToStringInternal(result, processed)
            is ByteArray -> result.append(element.contentToString())
            is ShortArray -> result.append(element.contentToString())
            is IntArray -> result.append(element.contentToString())
            is LongArray -> result.append(element.contentToString())
            is FloatArray -> result.append(element.contentToString())
            is DoubleArray -> result.append(element.contentToString())
            is CharArray -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())
            is UByteArray -> result.append(element.contentToString())
            is UShortArray -> result.append(element.contentToString())
            is UIntArray -> result.append(element.contentToString())
            is ULongArray -> result.append(element.contentToString())
            else -> result.append(element.toString())
        }
    }

    result.append(']')

    processed.removeAt(processed.lastIndex)
}

IndexedValue<out T>(public index: Int, public val value: T)

MapAccessorsKt

getValue(thisRef: Any?, property: KProperty<*>): V1 =@Suppress("UNCHECKED_CAST") (@getOrImplicitDefault(property.name) as V1)@Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)
Stores the value of the property for the given object in this mutable map.

@get
@set

Stores the value for the given key, or the implicit default value for this map. By default no implicit value is provided for maps and a [NoSuchElementException] is thrown. To create a map with implicit default value use [withDefault] method.

GetValue function, for example when properties are delegated to the map. When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

When properties are delegated to the map. When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

A wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue]. This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

A wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue]. This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.
override fun put(key: K, value: V): V? = map.put(key, value)
override fun putAll(from: Map<out K, V>): V? = map.putAll(from)
override fun clear() = map.clear()
override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key) ?: default(key)

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection
 */
@Suppress("UNCHECKED_CAST")
public fun <T> MutableCollection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST")
    (this as MutableCollection<T>).remove(element)

/**
 * Removes all elements of the given collection from this collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public fun <T> MutableCollection<T>.removeAll(elements: Collection<T>): Boolean =
    (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given array from this collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public fun <T> MutableCollection<T>.removeAll(elements: Array<T>): Boolean =
    (this as MutableCollection<T>).removeAll(elements)

/**
 * Removes all elements contained in the given sequence from this collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public fun <T> MutableCollection<T>.removeAll(elements: Sequence<T>): Boolean =
    (this as MutableCollection<T>).removeAll(elements)

/**
 * Adds the specified element to this collection.
 */
public fun <T> MutableList<T>.add(element: T) =
    this.add(element)

/**
 * Adds all elements of the given collection to this collection.
 */
public fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    when (elements) {
        is Collection -> addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }

/**
 * Adds all elements of the given sequence to this collection.
 */
public fun <T> MutableList<T>.addAll(elements: Sequence<T>): Boolean =
    when (elements) {
        is Collection -> addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }

/**
 * Removes a single instance of the specified element from this collection.
 */
public fun <T> MutableList<T>.remove(element: T): Boolean =
    this.remove(element)

/**
 * Removes all elements contained in the given collection from this collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Collection<T>): Boolean =
    when (elements) {
        is Collection -> removeAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }

/**
 * Removes all elements contained in the given array from this collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Array<T>): Boolean =
    when (elements) {
        is Collection -> removeAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }

/**
 * Removes all elements contained in the given sequence from this collection.
 */
public fun <T> MutableList<T>.removeAll(elements: Sequence<T>): Boolean =
    when (elements) {
        is Collection -> removeAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add(item)) result = true
            return result
        }
    }
MutableCollection<in T>: Boolean { 
    return addAll(elements.asList())
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes all elements from this [MutableCollection] that match the given [predicate] from this collection.
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed.
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableCollection] that match the given [predicate] from this collection.
 *
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)
removed from this collection, or 'false' when no elements were removed and collection was not modified.

```java
/*
 * @public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true) ||
 * Retains only elements of this [MutableList] that match the given [predicate].
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false).unre
```
@RestrictsSuspension
@SinceKotlin("1.3")
@RestrictsSuspension
@.SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(elements: Iterable<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>)
}

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady -> {
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                        state = State_NotReady
                        nextStep = null
                    }
                }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            nextStep = null
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> return nextNotReady()
            State_ManyReady -> {
                state = State_NotReady
                nextValue = nextValue!!
                return nextValue
            }
            State_Done -> return false
            State_Failed -> throw exceptionalState()
            else -> throw exceptionalState()
        }
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>)

    override suspend fun yieldAll(elements: Iterable<T>)

    override suspend fun yieldAll(sequence: Sequence<T>)
}

@RestrictsSuspension
@SinceKotlin("1.3")
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(elements: Iterable<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>)
}

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady -> {
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                        state = State_NotReady
                        nextStep = null
                    }
                }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            nextStep = null
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> return nextNotReady()
            State_ManyReady -> {
                state = State_NotReady
                nextValue = nextValue!!
                return nextValue
            }
            State_Done -> return false
            State_Failed -> throw exceptionalState()
            else -> throw exceptionalState()
        }
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>)

    override suspend fun yieldAll(elements: Iterable<T>)

    override suspend fun yieldAll(sequence: Sequence<T>)
}

@RestrictsSuspension
@SinceKotlin("1.3")
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(elements: Iterable<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>)
}

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
this.size) result[this.size] = null
return result as Array<T>

override fun toArray(): Array<Any?>
{
    return toArray(arrayOfNulls(size))
}

    override fun toArray(): Array<Any?>
    {
        return toArray(arrayOfNulls(size))
    }

    /**
     * Creates a new ring buffer with the capacity equal to the
minimum of [maxCapacity] and 1.5 * [capacity].
     * The returned ring buffer contains the same elements as
this ring buffer.
     */
    fun expanded(maxCapacity: Int): RingBuffer<T> {
        val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)
        val newBuffer = if (startIndex == 0)
        buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))
        return RingBuffer(newBuffer, size)
    }

    /**
     * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the
buffer.
     */
    fun add(element: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        }

        buffer[startIndex.forward(size)] = element
        size++
    }

    /**
     * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to
remove.
     */
    fun removeFirst(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }
        require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }

        if (n > 0) {
            val start = startIndex
            val end = start.forward(n)

            if (start > end) {
                buffer.fill(null, start,
            capacity)
            buffer.fill(null, 0, end)
        } else {
            buffer.fill(null, start, end)
        }
    }

    @Suppress("NOTHING_TO_INLINE")
    private inline fun Int.forward(n: Int): Int = (this + n) % capacity
}

package kotlin.collections

// UByteArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(
    array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UShortArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(
    array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UIntArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(
    array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// ULongArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(
    array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}
- if (index < right)
  quickSort(array, index, right)
}

---

* Sorts the given array using qsort algorithm.

```kotlin
interface ContractBuilder {
    fun returns(): Returns
    fun returns(value: Any?): Returns
    fun returnsNotNull(): ReturnsNotNull
}
```

```kotlin
enum class InvocationKind {
    UNKNOWN,
    AT_MOST_ONCE,
    AT_LEAST_ONCE,
    EXACTLY_ONCE
}
```

```kotlin
public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
```

---

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samples.contracts.callsInPlaceAtMostOnceContract
    @ContractsDsl AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    // @sample

samples.contracts.callsInPlaceAtLeastOnceContract
    @ContractsDsl AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    // @sample

samples.contracts.callsInPlaceExactlyOnceContract
    @ContractsDsl EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    // @sample

samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl UNKNOWN
}

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one effect.
 * Only the top-level functions can have a contract for now.
 *
 * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
 *
 */
/* @sample
 * @sample samples.contracts.returnsContract
 * @sample samples.contracts.returnsTrueContract
 * @sample samples.contracts.returnsFalseContract
 * @sample samples.contracts.returnsNullContract
 * @sample samples.contracts.callsInPlaceAtMostOnceContract
 * @sample samples.contracts.callsInPlaceAtLeastOnceContract
 * @sample samples.contracts.callsInPlaceExactlyOnceContract
 * @sample samples.contracts.callsInPlaceUnknownContract
*/
@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder:
    ContractBuilder.() -> Unit) { }

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 *
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey]
 * respectively.
 *
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 *
 * The key that defines "the" context interceptor.
 *
 * companion object Key :
 * CoroutineContext.Key<ContinuationInterceptor>

/**
 * Returns continuation that wraps the original continuation, thus intercepting all resumptions.
 * This function is invoked by coroutines framework when needed and the resulting continuations are cached internally per each instance of the original continuation.
 *
 * This function may simply return original continuation if it does not want to intercept this particular continuation.
 *
 * When the original continuation completes, coroutine framework invokes [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
 * `interceptContinuation` had previously returned a different continuation instance.
 *
 * public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

 */
Open Source Used In DNAC Platform Antelope 14213

// minusPolymorphicKey specialized for ContinuationInterceptor key

@OptIn(ExperimentalStdlibApi::class) if (key is AbstractCoroutineContextKey<*>) { return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
}@OptIn(ExperimentalStdlibApi::class) if (ContinuationInterceptor === key) EmptyCoroutineContext else this

/*
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 */

package kotlin.coroutines

/**
 * Persistent context for the coroutine. It is an indexed set of [Element] instances.
 * An indexed set is a mix between a set and a map.
 * Every element in this set has a unique [Key],
 * public interface CoroutineContext
 * public fun <E : Element> get(key: Key<E>): E?
 * Accumulates entries of this context starting with [initial] value and applying [operation] and each element of this context.
 * public fun <R> fold(initial: R, operation: (R, Element) -> R): R
 * Returns a context containing elements from this context and elements from other [context].
 * The elements from this context with the same key as in the other one are dropped.
 * public operator fun plus(context: CoroutineContext): CoroutineContext
 * Returns a context containing elements from this context, but without an element with [key].
 * public interface Element
 * A key of this coroutine context element.
 * override operator fun <E : Element> get(key: Key<E>): E? =
 * public override fun minusKey(key: Key<*>): CoroutineContext
 * 
 */

/*
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 */

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.Element
import kotlin.coroutines.CoroutineContext.Key

/**
 * Base class for [CoroutineContext.Element] implementations.
 */
@SinceKotlin("1.3")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * Polymorphic element implementation implies delegating its [get][Element.get] and [minusKey][Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.
 * Polymorphic elements can be extracted from the coroutine context using both element key and its supertype key.
 * Example of polymorphic elements:
 * open class BaseElement : CoroutineContext.Element
 * override val key: CoroutineContext.Key<*> = Key
 * // It is important to use getPolymorphicKey and minusPolymorphicKey
 * override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext = minusPolymorphicKey(key)
 */

Open Source Used In DNAC Platform Antelope 14213
someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement instances
* someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement instance
* @param B base class of a polymorphic element
* @param base key an instance of base key
* @param E element type associated with the current key
* @param safeCast a function that can safely cast abstract [Context.Element] to the concrete [E] type
* and return the element if it is a subtype of [E] or `null` otherwise.

AbstractCoroutineContextKey<B : Element, E : B>(baseKey: Key<B>, private val safeCast: (element: Element) -> E?
) : Key<E> {

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key

    override fun <E : Element> getPolymorphicElement(key: Key<E>): E? {
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        }

        return if (this.key === key) this as E else null
    }

    override fun minusPolymorphicKey(key: Key<*>): CoroutineContext {
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }

        return if (this.key === key) EmptyCoroutineContext else this
    }

    override fun get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(left.fold(initial, operation), element)

    override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        var newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext
}

public abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key

    override fun getPolymorphicElement(key: Key<E>): E? {
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        }

        return if (this.key === key) this as E else null
    }

    override fun minusPolymorphicKey(key: Key<*>): CoroutineContext {
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }

        return if (this.key === key) EmptyCoroutineContext else this
    }

    override fun get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(left.fold(initial, operation), element)

    override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        var newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext
}

public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? {
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }

        return if (this.key === key) EmptyCoroutineContext else this
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        var newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext
}

---

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override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override

    override fun toString(): String =
        "[" + fold("") { acc, element ->
            if (acc.isEmpty()) element.toString() else
            "$acc, $element"
        } + "]"

    private fun writeReplace(): Any {
        val n = size()
        val elements =
        arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++] =
            element }
    }

    private class Serialized(val elements: Array<CoroutineContext>) :
        Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
    }

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    companion object {
Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline infix fun
Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline infix fun
Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline fun Byte.inv(): Byte =
(this.toInt().inv()).toByte()

/** Performs a bitwise AND operation between the two values. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline infix fun
Short.and(other: Short): Short =
(this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation between the two values. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline infix fun
Short.or(other: Short): Short =
(this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline infix fun
Short.xor(other: Short): Short =
(this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
@kotlin.Experimental
@kotlin.InternalIntraClassInlineOnly
public inline fun Short.inv(): Short =
(this.toInt().inv()).toShort()
DynamicExtension

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a ‘lateinit’ property.
 * The backing field of which is accessible at the point where the corresponding argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is a part of special DSL, used for constructing function's contract.
 * @sample samples.properties.Delegates.notNullDelegate
 */
@Target(AnnotationTarget.COMPOSITION Tiếpउरुङ्ग 
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
@internal annotation class ContractsDsl

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write property with a non-null value that is initialized not during
     * object construction time but at a later time.
     * @sample samples.properties.Delegates.notNullDelegate
     */
    public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @sample samples.properties.Delegates.observableDelegate
     */
    fun observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit): ReadWriteProperty<Any?, T> = ObservableProperty(initialValue) {
        override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
    }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made. The value of the property
     * has already been changed when this callback is invoked.
     * @sample samples.properties.Delegates.observableDelegate
     */
    public fun <T> observableInlineDelegate(initialValue: T): ReadWriteProperty<Any?, T> = ObservableProperty(initialValue) {
        override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
    }

    /**
     * Allows the callback to veto the modification.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called before a change to the property value is attempted.
     */
    public fun <T> observableWithVeto(initialValue: T): ReadWriteProperty<Any?, T> = ObservableProperty(initialValue) {
        override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
    }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed.
     * If the callback returns `true` the value of the property has not been changed yet, when this callback is invoked.
     * If the callback returns `false` the new value
is discarded and the property remains its old value.

```kotlin
samples.properties.Delegates.vetoableDelegate
* @sample samples.properties.Delegates.throwVetoableDelegate
*/

class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>) = value
        ?: throw IllegalStateException("Property ${property.name} should be initialized before get.")

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

@SinceKotlin("1.4")
fun interface PropertyDelegateProvider<in T, out D> {
    override fun provideDelegate(thisRef: T, property: KProperty<*>) = D
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when
 * it is accessed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V) {
        // Callbacks
    }
}

class Delegates<
    T : Any,
    V : Any
>(
    property: KProperty<*>,
    oldValue: V,
    newValue: V
) {
    private var vars: List<T?> = listOf()

    public override fun getValue(thisRef: Any?, property: KProperty<*>) = vars.getProperty(property)

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: Any?) {
        vars.setProperty(property, value)
    }
}

@sample '

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*@

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*/
newValue: V): Boolean = true
   * The callback which is called after the change of the property is made.
   * The value of the property has already been changed when this callback is invoked.

   protected open fun afterChange(property: KProperty<*>!, oldValue: V, newValue: V): Unit {
      public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
         return value
      }
      public override fun setValue(thisRef: Any?, property: KProperty<*>!, value: V) {
         val oldValue = this.value
         if (!beforeChange(property, oldValue, value)) {
            return
         }
         this.value = value
         afterChange(property, oldValue, value)
      }
   }
   */

   /*
    * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
    * Use of this source code is governed by the Apache 2.0 license that can be found in
    * the license/LICENSE.txt file. *
    */
   @file:Suppress("PackageDirectoryMismatch")

   package kotlin

   import kotlin.reflect.*

   /**
    * An extension operator that allows delegating a read-only property of type [V] to a
    * property reference to a property of type of type [V] or its subtype. * *receiver A property
    * reference to a read-only or mutable property of type [V] or its subtype. * The reference is
    * without a receiver, i.e. it either references a top-level property or has the receiver bound to it.
    * Examples:
    * ```
    * class Login(val username: String)
    * val defaultLogin = Login("Admin")
    * val defaultUsername by defaultLogin::username
    * // equivalent to
    * val defaultUsername
    * ```
    */
   @SinceKotlin("1.4")
   @kotlin.internal.InlineOnly
   public inline operator fun <V> KProperty<*>.getValue(thisRef: Any?, property: KProperty<*>): V {
      return get(thisRef)
   }

   /**
    * An extension operator that allows delegating a mutable property of type [V] to a
    * property reference to a mutable property of type [V]. * *receiver A property reference to a
    * read-only or mutable property of type [V] or its subtype. * The reference is
    * without a receiver, i.e. it either references a top-level property or has the receiver bound to it.
    * Examples:
    * ```
    * class Login(val username: String, var incorrectAttemptCounter: Int)
    * var Login.attempts by Login::incorrectAttemptCounter
    * // equivalent to
    * ```
    */
   @SinceKotlin("1.4")
   @kotlin.internal.InlineOnly
   public inline operator fun <T, V> KMutableProperty0<T, V>.setValue(thisRef: T, property: KProperty<*>!, value: V) {
      set(thisRef, value)
   }

   /**
    * An extension operator that allows delegating a read-only member or extension property of type [V] to a
    * property reference to a member or extension property of type [V] or its subtype. * The reference is
    * without a receiver, i.e. it either references a top-level property or has the receiver bound to it.
    * Examples:
    * ```
    * class Login(val username: String)
    * val Login.user by Login::username
    * // equivalent to
    * ```
    */
   @SinceKotlin("1.4")
   @kotlin.internal.InlineOnly
   public inline operator fun <T, V> KProperty1<T, V>.getValue(thisRef: T, property: KProperty<*>): V {
      return get(thisRef)
   }

   /**
    * An extension operator that allows delegating a mutable member or extension property of type [V] to a
    * property reference to a read-only or mutable property of type [V] or its subtype. * The reference is
    * without a receiver, i.e. it either references a top-level property or has the receiver bound to it.
    * Examples:
    * ```
    * class Login(val username: String, var incorrectAttemptCounter: Int)
    * var Login.attempts by Login::incorrectAttemptCounter
    * ```
    */
   @SinceKotlin("1.4")
   @kotlin.internal.InlineOnly
   public inline operator fun <T, V> KMutableProperty1<T, V>.setValue(thisRef: T, property: KProperty<*>!, value: V) {
      set(thisRef, value)
   }
upper bits are zero.

* @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.

* @throws IllegalArgumentException if [until] is negative or zero.

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```kotlin
checkRangeBounds(from, until) { val size = until - from
val r = if (size.isInfinite()) && from.isFinite() && until.isFinite())

val r1 = nextDouble() * (until / 2 - from / 2)
val from + r1 + r1 } else {
val from + nextDouble() * size
}
return if (r >= until) until.nextDown() else r
}

/**
 * Gets the next random [Float] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
 */
public open fun nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat()

/**
 * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random bytes.
 * @return [array] with the subrange filled with random bytes.
 */
public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {
require(fromIndex in 0..array.size && toIndex in 0..array.size) { "fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}." }
require(fromIndex <= toIndex) { "fromIndex ($fromIndex) must be not greater than toIndex ($toIndex)." }
val steps = (toIndex - fromIndex) / 4
var position = fromIndex
repeat(steps) {
val v = nextInt()
array[position] = v.toByte()
array[position + 1] = v.ushr(8).toByte()
array[position + 2] = v.ushr(16).toByte()
array[position + 3] = v.ushr(24).toByte()
position += 4
}
val remainder = toIndex - position
val vr = nextBits(remainder * 8)
for (i in 0 until remainder) {
array[position + i] = vr.ushr(i * 8).toByte()
}
return array
}

/**
 * The default random number generator.
 * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
 * @return [array] filled with random bytes.
 */
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())
```

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specified [range]:
* from 'range.start' inclusive to 'range.endInclusive' inclusive.
* @throws
IllegalArgument if [range] is empty.
* @SinceKotlin("1.3")
*public fun Random.nextInt(range: IntRange): Int = when {
* range.isEmpty() -> throw IllegalArgument("Cannot get random in empty range: $range")
* range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
* range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
* else -> nextInt(range.last)
* * Generates a 'Long' random value uniformly distributed in the specified [range]:
* from 'range.start' inclusive to 'range.endInclusive' inclusive.
* @throws
IllegalArgument if [range] is empty.
* @SinceKotlin("1.3")
*public fun Random.nextLong(range: LongRange): Long = when {
* range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
* range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
* range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
* else -> nextLong(range)
* *.internal expect fun defaultPlatformRandom(): Random
* *internal fun doubleFromParts(hi26: Int, low27: Int): Double
* *internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()
* *internal fun Int.takeUpperBits(bitCount: Int): Int =
* this.ushr(32 - bitCount) and (-bitCount).shr(31)
* *internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
* boundsErrorMessage(from, until)
* }
* *internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
* boundsErrorMessage(from, until)
* }
* *internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
* boundsErrorMessage(from, until)
* }
* *internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."
* * * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
* *internal package kotlin.random
* * * * Generates a [UInt] random value uniformly distributed between [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
* *@SinceKotlin("1.3")
* *@ExperimentalUnsignedTypes
* *public fun Random.nextUInt(): UInt =
* nextInt().toUInt()
* * * Generates a [UInt] random value uniformly distributed between '0' (inclusive) and the specified [bound].
* * @throws
IllegalArgument if [bound] is zero.
* *@SinceKotlin("1.3")
* *@ExperimentalUnsignedTypes
* *public fun Random.nextUInt(until: UInt): UInt =
* nextUInt(0u, until)
* * * Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.
* * @throws
IllegalArgument if [from] is greater than or equal to [until].
* *@SinceKotlin("1.3")
* *@ExperimentalUnsignedTypes
* *public fun Random.nextUInt(from: UInt, until: UInt):
* {
* checkUIntRangeBounds(from, until)
* val signedFrom = from.toInt() xor Int.MIN_VALUE
* val signedUntil = until.toInt() xor Int.MIN_VALUE
* val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
* return signedResult.toUInt()
* * * Generates a [UInt] random value uniformly distributed in the specified [range]:
* * from 'range.start' inclusive to 'range.endInclusive' inclusive.
* * @throws
IllegalArgumentException if [range] is empty.
* *@SinceKotlin("1.3")
* *@ExperimentalUnsignedTypes
* *public fun Random.nextUInt(range: UIntRange): UInt = when {
* range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
* range.last < UInt.MAX_VALUE ->
* nextUInt(range.first, range.last + 1)
* range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
* else -> nextUInt(range.last)
* * Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).
* *@SinceKotlin("1.3")
* *@ExperimentalUnsignedTypes
* *public fun Random.nextULong(): ULong =
* nextLong().toULong()
IllegalArgumentException if \[\text{until}\] is zero.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public

/**
 * Gets the next random \[ULong\]
 * from the random number generator in the specified range.
 * Generates a \[ULong\] random value uniformly distributed between the specified \[from\] (inclusive) and \[until\] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random \[ULong\] from the random number generator in the specified \[range\].
 * Generates a \[ULong\] random value uniformly distributed in the specified \[range\]: \text{\[from\]} * from \[range\].start’ inclusive to \[range\].endInclusive’ inclusive.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

/**
 * Fills the specified unsigned byte \[array\] with random bytes and returns it.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())
    return array
}

/**
 * Creates an unsigned byte array of the specified \[size\], filled with random bytes.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray

/**
 * Fills a subrange of the specified \[UByte\] \[array\] starting from \[fromIndex\] inclusive and ending \[toIndex\] exclusive with random \[UBytes\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun

@ExperimentalUnsignedTypes
internal fun checkUIntRangeBounds(from: UInt, until: UInt) =
    require(until > from) { boundsErrorMessage(from, until) }
@ExperimentalUnsignedTypes
internal fun

Comparable<T> { override val start: T; override val endInclusive: T; }

ClosedRange<T> { \n override fun equals(other: Any?): Boolean { \n return other is ComparableRange<> \&\& (isEmpty() \&\& other.isEmpty() \n \n start == other.start \&\& endInclusive == other.endInclusive) \n } \n \n override fun hashCode(): Int { \n if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode() \n } \n \n override fun toString(): String = "${start}..${endInclusive}"
}

Comparable<T>> { \n override val start: T, \n override val endInclusive: T
} : ClosedRange<T> {

    override
    fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> \&\& (isEmpty() \&\& other.isEmpty()
            \n            start == other.start \&\& endInclusive == other.endInclusive) \n    }

    override
    fun hashCode(): Int { return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override
    fun toString(): String = "${start}..${endInclusive}"
}

/**
 * Creates a range from this \[Comparable\] value to the specified \[that\] value.\n * \n * This value needs to be smaller than \[that\] value, otherwise the returned range will be empty.\n * \n * @param that the \[that\] value\n * @return a range of floating point numbers\n */

Comparable<T>a = Comparable<that> T: ComparableRange<

Comparable<T, T>: ComparableRange<T> { ComparableRange<T>(this, that)\n
<doubleRange\n
/**
 * Represents a range of floating point numbers.
 * Extends \[ClosedRange\] interface providing custom operation \n *[lessThanOrEquals]*\n for comparing values of range domain type.\n * \n * This value is implemented by floating point ranges returned by \[Float.rangeTo\] and \[Double.rangeTo\] operators\n * to achieve IEEE-754 comparison order instead of total order of floating point numbers.\n */

ClosedFloatingPointRange<T> : Comparable<T> : ClosedRange<T> { \n \n override fun contains(value: T): Boolean = \n lessThanOrEquals(start, value) \&\& lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.\n     * \n     * @param a the first value\n     * @param b the second value\n     * @return true if first is less than or equal to second\n     */
    fun lessThanOrEquals(a: T, b: T): Boolean = lessThanOrEquals(a, b)

    override
    fun toString(): String = "${start}..${endInclusive}"
}

/**
 * Creates a range from this \[Double\] value to the specified \[that\] value.
 * \n * Numbers are compared with the ends of this range according to IEEE-754\n * \n * @param that the \[that\] value\n * @return a range of floating point numbers\n */

ClosedDoubleRange(Double) { \n \n private val _start = start \n private val _endInclusive = endInclusive
    override
    fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b
    override
    fun toString(): String = "${start}..${endInclusive}"
)

/**
 * Creates a range from this \[Float\] value to the specified \[that\] value.
 * \n * Numbers are compared with the ends of this range according to IEEE-754\n * \n * @param that the \[that\] value\n * @return a range of floating point numbers\n */

ClosedFloatRange<Float> { \n \n private val _start = start \n private val _endInclusive = endInclusive
    override
    fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b
    override
    fun toString(): String = "${start}..${endInclusive}"
)

/**
 * Returns \[true\] if this iterable range contains the specified \[element\].\n * \n * Always returns \[false\] if the \[element\] is \[null\].\n * \n * @param element the \[element\]\n * @return \[true\] if this iterable range contains the specified \[element\].\n */

contains(element: T?): Boolean = contains(element)
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14225
Represents variance applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*).

* @see [KTypeParameter.variance]
* @see [KTypeProjection]

The affected type parameter or type is *invariant*, which means it has no variance applied to it.

* The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.

* The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.

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* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("StringsKt")

---

```kotlin
package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence [value] to this Appendable and returns this instance.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.
     */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable
}

/**
 * Appends all arguments to the given Appendable.
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

```
append(element.toString())
    }]
    
    /*
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     */

    /*
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     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("CharsKt")

    package kotlin.text

    /**
     * Concatenates this Char and a String.
     * @param ignoreCase `true` to ignore character case when comparing characters.
     * @sample samples.text.CharsWithString
     */
    public inline operator fun Char.plus(other: String): String = this.toString() +
        other

    /**
     * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
     * @param ignoreCase `true` to ignore character case when comparing characters.
     * @sample samples.text.CharsWithString
     */
    public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
        if (this == other) return true
        if (!ignoreCase) return false

        if (this.toUpperCase() == other.toUpperCase()) return true
        if (this.toLowerCase() == other.toLowerCase()) return true
        return false
    }

    /**
     * Returns `true` if this character is a Unicode surrogate code unit.
     */
    public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("StringsKt")

    package kotlin.text

    /**
     * Trims leading whitespace characters followed by [marginPrefix] from every line of a source
     * string and removes the first and the last lines if they are blank (notice difference blank vs empty).
     * @param marginPrefix non-blank string, which is used as a margin delimiter.
     * @sample samples.text.Strings.trimMargin
     * @see trimIndent
     * @see kotlin.text.isWhitespace
     */
    public fun String.trimMargin(marginPrefix: String = "|"):
        replaceIndentByMargin("", marginPrefix)

    /**
     * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
     * @param marginPrefix non-blank string, which is used as a margin delimiter.
     */
    public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "|"):
        replaceIndentByMargin(newIndent, marginPrefix)

    /**
     * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and last lines if they are blank (notice difference blank vs empty).
     * @param [newIndent] function that returns the indent.
     * @sample samples.text.Strings.trimIndent
     * @see trimMargin
     * @see kotlin.text.isWhitespace
     */
    public fun String.trimIndent(): String = replaceIndent("")

    /**
     * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
     * @param [newIndent] function that returns the indent.
     */
    public fun String.replaceIndent(newIndent: String = ""): String {
        val lines = lines()

        val minCommonIndent = lines
            .filter(String::isNotBlank)
            .map(String::indentWidth)
            .minOrNull() ?: 0

        return lines.reindent(length + newIndent.length * lines.size,
            getIndentFunction(newIndent), { line ->
                val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace()
                    when {
                        line.firstNonWhitespaceIndex == -1 -> null
                        else -> line.firstNonWhitespaceIndex
                    }
                }
                line
            })
    }

    public fun prependIndent(indent: String = "    "):
        lineSequence()
            .map { it.isNotBlank() -> {
                if (it.isBlank()) return null
                line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length) else -> it
            } }
            .joinToString("\n")

    private fun
String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        joinTo(StringBuilder(resultSizeEstimate), "\n")
            .toString()
}

/*
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 */

package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character – quotation mark */
    public const val quote: Char = '\u0022'
    /** The character $ – dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & – ampersand */
    public const val amp: Char = '\u0026'
    /** The character < – less-than sign */
    public const val less: Char = '\u003C'
    /** The character > – greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ' */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2032'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0 corresponds to the entire match.

public operator fun get(index: Int): MatchGroup?

A list of matched indexed group values.

This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.

Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.

If the group in the regular expression is optional and there were no match captured by that group, then the groupValues is an empty string.
another instant. A negative duration is possible in a situation when the second instant is earlier than the first one. An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.

To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types. To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toLong], and [toDouble] or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.

```kotlin
    /**
     * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action]
     * ([action] inDays, toInt), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)
     */

    // splitting to components

    // arithmetic operators

    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration = Duration(-value)

    /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
    public operator fun times(scale: Double): Duration = Duration(value * scale)

    /** Returns a duration whose value is this duration value multiplied by the given [scale] number. */
    public operator fun times(scale: Int): Duration = Duration(value / scale)

    /** Returns a duration whose value is this duration value divided by the given [scale] number. */
    public operator fun div(scale: Double): Duration = Duration(value / scale)

    /** Returns a duration whose value is this duration value divided by the given [scale] number. */
    public operator fun div(scale: Int): Duration = Duration(value / scale)

    // Comparables

    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0

    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()

    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()

    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value < 0

    /** Returns true, if the duration value is less than zero. */
    public fun isNonNegative(): Boolean = value >= 0

    /** Returns true, if the duration value is less than zero. */
    public fun isNonPositive(): Boolean = value <= 0

    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value.isNaN().not()

    /** The result of [action] is returned as the result of this function. */
    public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return
    }
```

This is useful for representing timeouts that should never expire. A negative duration is possible in a situation when the second instant is earlier than the first one.
* seconds' represents the whole number of seconds in this duration, and its absolute value is less than 60; * minutes' represents the whole number of minutes in this duration, and its absolute value is less than 60; * hours' represents the whole number of hours in this duration. If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.

```kotlin
/**
 * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.
 * The result of [action] is returned as the result of this function.
 * * nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000; * seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60; * minutes` represents the whole number of minutes in this duration. If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.

@PublishedApi
internal val hoursComponent: Int get() = (inHours % 24).toInt()

@PublishedApi
internal val minutesComponent: Int get() = (inMinutes % 60).toInt()

@PublishedApi
internal val secondsComponent: Int get() = (inSeconds % 60).toInt()

@PublishedApi
internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

// conversion to units

/**
 * The value of this duration expressed as a [Double] number of days.
 */
public val inDays: Double get() = toDouble(DurationUnit.DAYS)

/**
 * The value of this duration expressed as a [Double] number of hours.
 */
public val inHours: Double get() = toDouble(DurationUnit.HOURS)

/**
 * The value of this duration expressed as a [Double] number of minutes.
 */
public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

/**
 * The value of this duration expressed as a [Double] number of seconds.
 */
public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

/**
 * The value of this duration expressed as a [Double] number of milliseconds.
 */
public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

/**
 * The value of this duration expressed as a [Double] number of microseconds.
 */
public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

/**
 * The value of this duration expressed as a [Double] number of nanoseconds.
 */
public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

// shortcuts

/**
 * Returns the value of this duration expressed as a [Double] number of milliseconds.
 */
public fun inMilliseconds(): Double = toDouble(DurationUnit.MILLISECONDS)

/**
 * Returns the value of this duration expressed as a [Double] number of microseconds.
 */
public fun inMicroseconds(): Double = toDouble(DurationUnit.MICROSECONDS)

/**
 * Returns the value of this duration expressed as a [Double] number of nanoseconds.
 */
public fun inNanoseconds(): Double = toDouble(DurationUnit.NANOSECONDS)

// inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
return action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
} ***/

// inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
return action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
} ***/

// inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
return action(inSeconds.toLong(), nanosecondsComponent)
} */
```

```kotlin
// inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
return action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)
} ***/
```
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)
/**
 * Returns the value of this duration expressed as a [Long] number of nanoseconds.
 */

* @Sample fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)
/**
 * Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
 */

* Special cases:
 * - zero duration is formatted as `"0s"`
 * - the infinite duration is formatted as `"Infinity"`
 * - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
 * - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
 * @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`. 
 */

* @Sample
samples.time.Durations.toStringDefault
/**
 * Returns an ISO-8601 based string representation of this duration value expressed in the unit which yields the most compact and readable number value.
 */

* The value is coerced to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
* The range of durations that can be expressed as a `Long` number of milliseconds is approximately ±0b1292 million years.

* @Sample
public fun toString(): String = when {
    isInfinite() -> value.toString()
    value == 0.0 -> "0s"
    else -> {
        val absNs = absoluteValue.inNanoseconds
        var scientific = false
        var maxDecimals = 0
        val unit = when {
            absNs < 1e-14 -> DurationUnit.SECONDS
            absNs < 1e-12 -> DurationUnit.MINUTES
            absNs < 1e-9 -> DurationUnit.HOURS
            absNs < 1e-6 -> DurationUnit.DAYS
            else -> DurationUnit.MICROSECONDS
        }
        when {
            absNs < 1,
            absNs < 1e3,
            absNs < 1e6,
            absNs < 1e9,
            absNs < 1e12,
            absNs < 1e15,
            else -> DurationUnit.MILLISECONDS
        }
        val hasSeconds = seconds != 0 || nanoseconds != 0
        val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
            if (hasSeconds != 0) {
                append('.
                    val nss = nanoseconds.toString().padStart(9, '0')
                when {
                    nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
                    else
                        nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)
                    else
                        nanoseconds % 1_000_000_000 == 0 -> appendRange(nss, 0, 9)
                    else
                        nanoseconds % 1_000_000_000_000 == 0
            }
        }
        appendRange(nss, 0, 3)
        nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
        else
            nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 9)
        else
            nanoseconds % 1_000_000_000 == 0 -> appendRange(nss, 0, 12)
        else
            nanoseconds % 1_000_000_000_000 == 0
        nanoseconds.toString().padStart(9, '0')
                when {
                    nanoseconds % 1_000_000_000_000_000 == 0
            }
        appendRange(nss, 0, 15)
        nanoseconds % 1_000_000_000_000_000_000 == 0
        nanoseconds.toString().padStart(9, '0')
}
-> append(nss)
 | n | n | n | n | n // constructing from number of units
 | n // extension functions
 */
 Returns a [Duration] equal to this [Int] number of the specified
 [unit]. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public fun Int.toDuration(unit: DurationUnit): Duration =
toDouble().toDuration(unit)
 */
 Returns a [Duration] equal to this [Long] number of the specified
 [unit].
 @SinceKotlin("1.3")
 @ExperimentalTime
 public fun Long.toDuration(unit: DurationUnit): Duration =
toDouble().toDuration(unit)
 */
 Returns a [Duration] equal to this [Double] number of the specified
 [unit].
 @SinceKotlin("1.3")
 @ExperimentalTime
 public fun Double.toDuration(unit: DurationUnit): Duration =
Duration(convertDurationUnit(this, unit, storageUnit))
 // constructing from number of units
 // extension properties
 */
 Returns a [Duration] equal to this [Int] number of nanoseconds.
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)
 */
 Returns a [Duration] equal to this [Long] number of nanoseconds.
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)
 */
 Returns a [Duration] equal to this [Double] number of
 nanoseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)
 */
 Returns a [Duration] equal to this [Int] number of
 nanoseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)
 */
 Returns a [Duration] equal to this [Long] number of
 nanoseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)
 */
 Returns a [Duration] equal to this [Double] number of
 nanoseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)
 */
 Returns a [Duration] equal to this [Int] number of
 milliseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
 */
 Returns a [Duration] equal to this [Long] number of
 milliseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
 */
 Returns a [Duration] equal to this [Double] number of
 milliseconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)
 */
 Returns a [Duration] equal to this [Int] number of
 seconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)
 */
 Returns a [Duration] equal to this [Long] number of
 seconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)
 */
 Returns a [Duration] equal to this [Double] number of
 seconds. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)
 */
 Returns a [Duration] equal to this [Int] number of
 minutes. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.minutes get() =
toDuration(DurationUnit.MINUTES)
 */
 Returns a [Duration] equal to this [Long] number of
 minutes. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.minutes get() =
toDuration(DurationUnit.MINUTES)
 */
 Returns a [Duration] equal to this [Double] number of
 minutes. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.minutes get() =
toDuration(DurationUnit.MINUTES)
 */
 Returns a [Duration] equal to this [Int] number of
 hours. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.hours get() =
toDuration(DurationUnit.HOURS)
 */
 Returns a [Duration] equal to this [Long] number of
 hours. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.hours get() =
toDuration(DurationUnit.HOURS)
 */
 Returns a [Duration] equal to this [Double] number of
 hours. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Double.hours get() =
toDuration(DurationUnit.HOURS)
 */
 Returns a [Duration] equal to this [Int] number of
days. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Int.days get() =
toDuration(DurationUnit.DAYS)
 */
 Returns a [Duration] equal to this [Long] number of
days. *
 @SinceKotlin("1.3")
 @ExperimentalTime
 public val Long.days get() =
toDuration(DurationUnit.DAYS)\n\n/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public Double days\nget() =
toDuration(DurationUnit.DAYS)\n\n/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun\nDouble times(duration: Duration)\n= duration * this\n\n/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun\nDouble times(duration: Duration)\n= duration * this\n\ninternal expect fun\nformatToExactDecimals(value: Double, decimals: Int): String\ninternal expect fun formatUpToDecimals(value: Double, decimals: Int): String\n
/**
 * Returns a [Duration] equal to this [Double] number of days.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public Double days\ng{} =
toDuration(DurationUnit.DAYS)\n\n/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun\nDouble times(duration: Duration)\n= duration * this\n\n/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun\nDouble times(duration: Duration)\n= duration * this\n\ninternal expect fun\nformatToExactDecimals(value: Double, decimals: Int): String\ninternal expect fun formatUpToDecimals(value: Double, decimals: Int): String\n
/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * HOURS.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public enum class DurationUnit {
    NANOSECONDS, MICROSECONDS, MILLISECONDS, SECONDS, MINUTES, HOURS, DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
 * [targetUnit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
internal fun\nDurationUnit.convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun\nDurationUnit.shortName(): String = when\n(this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
@SinceKotlin("1.3")
@ExperimentalTime
public interface TimeSource {
    /**
     * Marks a point in time on this time source.
     * The returned [TimeMark] instance encapsulates the captured time point and allows querying the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.
     */
    public fun markNow(): TimeMark

    /**
     * The most precise time source available in the platform.
     * This time source returns its readings from a source of monotonic time when it is available in a target platform, and resorts to a non-monotonic time source otherwise.
     */
    public object Monotonic : TimeSource by MonotonicTimeSource {
        override fun toString(): String = MonotonicTimeSource.toString()
    }

    public companion object {

    }
}

/**
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class TimeMark {
    /**
     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     */
    public abstract fun elapsedNow(): Duration

    /**
     * Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].
     * The returned time mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
     */
    public open operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)

    /**
     * Returns a time mark on the same time source that is behind this time mark by the specified [duration].
     * The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.
     */
    public open operator fun minus(duration: Duration): TimeMark = AdjustedTimeMark(this, -duration)

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     */
    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    /**
     * Returns false if this time mark has not passed according to the time source from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     */
    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
}

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Subtracting one TimeMark from another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
@Suppress("UNUSED_PARAMETER")
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
@Suppress("UNUSED_PARAMETER")
public inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")

private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}

@SinceKotlin("1.3")
@ExperimentalTime
private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}
return their readings as [Long] values in the specified [unit].

```kotlin
@nullable
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].
 *
 * @property unit The unit in which this time source's readings are expressed.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Double] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 *
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 *
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 *
 * Implementation note: the current reading value is stored as a [Long] number of nanoseconds; thus it's capable to represent a time range of approximately ±292 years.
 *
 * Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0)
                overflow(duration)
                newReading
            else
                reading + longDelta
        } else {
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE)
                overflow(duration)
                newReading
            else
                reading + longDelta
        }
    }

    private fun overflow(duration: Duration) {
        throw IllegalStateException("TestTimeSource will overflow if its reading $reading is advanced by $duration.")
    }
}
```

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock = TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractDoubleTimeSource instead.", ReplaceWith("AbstractDoubleTimeSource", "kotlin.time.AbstractDoubleTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractDoubleClock = AbstractDoubleTimeSource

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"kotlin.time.AbstractDoubleTimeSource"), DeprecationLevel.ERROR)\n\n@ExperimentalTime
\n@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource"), "kotlin.time.TestTimeSource")\n
package kotlin.time

import kotlin.concurrent.

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 * @property value the result of the action.
 * @property duration the time elapsed to execute the action.
 */
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of TimedValue class, containing both
 * the result of function execution and the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [TimeSource] instance.
 */
@ExperimentalTime
public inline fun TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

import kotlin.coroutines.

/**
 * Defines deep recursive function that keeps its stack on the heap,
 * which allows very deep recursive computations that do not use the actual call stack.
 * To initiate a call to this deep recursive function use its invoke function.
 * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * The DeepRecursiveFunction takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] function can be used to make a recursive call.
 * Other instances of DeepRecursiveFunction can be called in this scope with
 * `callRecursive('extension', too).` * For example, take a look at the following recursive tree class and a deeply
 * recursive instance of this tree with 100K nodes:
 *  
 * Tree(val left: Tree? = null, val right: Tree? = null)
 * val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()
 * println(depth(deepTree)) // StackOverflowError
 * 
 * However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then
 * it successfully computes `depth(deepTree)`:
 * 
 * StackOverflowError
 * 
 * If this `depth` function is called for a `deepTree` it produces [StackOverflowError] because of deep recursion.
 * However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then
 * it successfully computes `depth(deepTree)`:
 * 
 * StackOverflowError
 * 
 * Deep recursive functions can also...
mutually call each other using a heap for the stack via

```
val even: DeepRecursiveFunction { t -> n * if (t == null) 0 else odd.callRecursive(t.right) + odd.callRecursive(t.left) + 1
}
val odd: DeepRecursiveFunction { t -> n * if (t == null) 0 else even.callRecursive(t.right) + even.callRecursive(t.left) + 1
}
```

The following pair of mutually recursive functions computes the number of tree nodes at even depth in the tree.

```
val mutualRecursion = object {
    val even: DeepRecursiveFunction { t -> n * if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1
    }
    val odd: DeepRecursiveFunction { t -> n * if (t == null) 0 else even.callRecursive(t.right) + even.callRecursive(t.left) + 1
    }
}
```

@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveFunction<T, R> {
    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R

    /**
     * Initiates a call to this deep recursive function,
     * forming a root of the call tree.
     *
     * This operator should not be used from inside of [DeepRecursiveScope] as it uses
     * the call stack slot for * initial recursive invocation. From inside of [DeepRecursiveScope] use
     * [callRecursive][DeepRecursiveScope.callRecursive].
     */
    public operator fun <T, R> DeepRecursiveFunction<T, R>.invoke(value: T): R =
        DeepRecursiveScopeImpl<T, R>(block, value).runCallLoop()

    /**
     * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to
     * recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.
     */
    public sealed class DeepRecursiveScope<T, R> {
        /**
         * Makes recursive call to this [DeepRecursiveFunction] function putting
         * the call activation frame on the heap, * as opposed to the actual call stack that is used by a regular recursive
         * call.
         */
        public abstract suspend fun callRecursive(value: T): R

        /**
         * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,
         * * as opposed to the actual call stack that is used by a regular call.
         */

        @Deprecated(
            level = DeprecationLevel.ERROR,
            message = "'invoke' should not be called from DeepRecursiveScope. Use 'callRecursive' to do recursion in
            the heap instead of the call stack."
        )
        @Suppress("UNUSED_PARAMETER")
        public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
            throw UnsupportedOperationException("Should not be called from DeepRecursiveScope")
    }
}

// Implementation

@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) -> Any?

@ExperimentalStdlibApi
private val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)

@ExperimentalStdlibApi
@RestrictsSuspension
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>.(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {
    // Active function block
    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

    // Value to call function
    private var value: Any? = value

    // Continuation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Completion result (completion of the whole call stack)
    private var result: Result<Any?> = UNDEFINED_RESULT

    // Continuation result (completion of the whole call stack)
    private var value: Any? = value

    // Continoation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Get the coroutine context
    private get() = EmptyCoroutineContext

    // Override function resumeWith
    override fun resumeWith(result: Result:<R>) {
        this.cont = null
        this.result = result
    }

    // Override suspend fun callRecursive
    suspend fun callRecursive(value: T): R =
        suspendCoroutineUninterceptedOrReturn { cont ->
            calling the same function that is currently active
            this.cont = cont as Continuation<Any?>
            this.value = value
            COROUTINE_SUSPENDED
        }

    // Override suspend fun <U, S> callRecursive
    suspend fun <U, S> callRecursive(value: U): S =
        suspendCoroutineUninterceptedOrReturn { cont ->
            calling another recursive function
            block as DeepRecursiveFunctionBlock
            with(this@DeepRecursiveScopeImpl) {
                val currentFunction = this.function
                if (function !== currentFunction) {
                    this.function = function
                    this.cont =
```
** Returns the current version of the Kotlin standard library.

```java
private fun version(major: Int, minor: Int, patch: Int): Int {
    return major shl 16 + minor shl 8 + patch
}
```

* Returns the string representation of this

```java
var result: String
    return result
```

* Represents a version of the Kotlin standard library.

```java
fun toString(): String = "$major.$minor.$patch"
```

* Use of this source code is governed by the

```java
@SinceKotlin("1.1")
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val
```
*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countLeadingZeroBits(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countTrailingZeroBits(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeHighestOneBit(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeLowestOneBit(): Int\n\n*\@SinceKotlin("1.4\")\@ExperimentalStdlibApi\npublic fun Int.rotateLeft(bitCount: Int): Int\n\n*\@SinceKotlin("1.3\")\@ExperimentalStdlibApi\npublic fun Int.rotateRight(bitCount: Int): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.countOneBits(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.countLeadingZeroBits(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.countTrailingZeroBits(): Int\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.takeHighestOneBit(): Long\n\n*\@SinceKotlin("1.4\")\@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.takeLowestOneBit(): Long\n\n*\@SinceKotlin("1.4\")\@ExperimentalStdlibApi\npublic fun Long.rotateLeft(bitCount: Int): Long\n\n*\@SinceKotlin("1.3\")\@ExperimentalStdlibApi\npublic fun Long.rotateRight(bitCount: Int): Long\n\nOpen Source Used In DNAC Platform Antelope 14241
Long.rotateRight(bitCount: Int): Long\n* Counts the number of set bits in the binary representation of this [Byte] number.

*\n
/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number,\n* or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n* or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/**
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits,\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side,\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: this number.rotateLeft(-n) == this number.rotateRight(n) * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally this number.rotateLeft(n % 8) ==
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =
    toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7)).toInt().toByte()

/**
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits,\n* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side,\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: this number.rotateRight(-n) == this number.rotateLeft(n) * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally this number.rotateRight(n % 8) ==
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateRight(bitCount: Int): Byte =
    toInt().shr(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7)).toInt().toByte()

/**
 * Counts the number of set bits in the binary representation of this [Short] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.countLeadingZeroBits(): Int = (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n* or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.takeLowestOneBit(): Short = (toInt() and 0xFFFF).takeLowestOneBit().toShort()
zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@IntrinsicsVisible
@receiver
@inline fun Short.rotateLeft(bitCount: Int): Short =

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateRight(bitCount: Int): Short =

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Converts this pair into a list.
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)
```
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license/LICENSE.txt file.

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun equals(other: Any?): Boolean =
    other is UIntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        override fun hashCode(): Int =
            if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /**
         * An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator =UIntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && step == other.step)

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * @param rangeStart the start value of the range.
         * @param rangeEnd the end value of the range, not excluding it.
         * @param step the number by which the value is incremented on each step.
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a sequence of values of type `UByte`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

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abstract fun nextUInt(): UInt

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {

    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {

    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

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found in the license/LICENSE.txt file. */

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    companion object {

        /** An empty range of values of type ULong. */
        public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/**
 * A progression of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression
internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) :
    Iterable<ULong> {
    init {
        if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression. */
    public val first: ULong = start

    /**
     * The last element in the progression. */
    public val last: ULong = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression. */
    public val step: Long = step

    override fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongProgression && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {

        /**
         * Creates ULongProgression within the specified bounds of a closed range. */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

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found in the license/LICENSE.txt file. */

package kotlin.math

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}
number as the least significant bits on the right side.

* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
  
  \[ \text{number.rotateLeft}(-n) = \text{number.rotateRight}(n) \]

* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:
  
  \[ \text{number.rotateLeft}(n) = \text{number.rotateLeft}(n \mod 8) \]

* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
  
  \[ \text{number.rotateRight}(-n) = \text{number.rotateLeft}(n) \]

* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:
  
  \[ \text{number.rotateRight}(n) = \text{number.rotateRight}(n \mod 8) \]

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:
  
  \[ \text{number.rotateLeft}(n) = \text{number.rotateLeft}(n \mod 16) \]

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:
  
  \[ \text{number.rotateRight}(-n) = \text{number.rotateLeft}(n) \]

* Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:
  
  \[ \text{number.rotateRight}(n) = \text{number.rotateRight}(n \mod 16) \]
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```kotlin
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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun ULong.toString(radix: Int): String = ulongToString(this, checkRadix(radix))
```

```kotlin
// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}
```

```kotlin
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition: n * - either `step > 0` and `start <= end`, n * - or `step < 0` and `start >= end`. n * @param start first element of the progression n * @param end ending bound for the progression n * @param step increment, or difference of successive elements in the progression n * @return the final element of the progression n * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition: n * - either `step > 0` and `start <= end`, n * - or `step < 0` and `start >= end`. n * @param start first element of the progression n * @param end ending bound for the progression n * @param step increment, or difference of successive elements in the progression n * @return the final element of the progression n * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```
number conversion.

```kotlin
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort =
    toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort =
    toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt =
    toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt =
    toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong =
    toULongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong =
    toULongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UByte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? =
    toUByteOrNull(radix = 10) ?: numberFormatError(this)

/**
 * Parses the string as an [UByte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

/**
 * Parses the string as an [UShort] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? =
    toUShortOrNull(radix = 10) ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UShort.MAX_VALUE) return null
    return int.toUShort()
}

/**
 * Parses the string as an [UInt] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? =
    toUIntOrNull(radix = 10) ?: numberFormatError(this)

/**
 * Parses the string as an [ UInt] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(radix: Int): UInt? {
    checkRadix(radix)

    val length = this.length
    if (length == 0)
        return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  //  limit / 36
    var result = 0u
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                result = 0u
            } else {
                result = result * radix + digit
            }
        } else {
            result += digit
        }
    }

    return result
}
```

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limitBeforeMul = limit / uradix

if (result > limitBeforeMul) {
    return null
}

result *= uradix

val beforeAdding = result
    result += digitOfInt(result)
    if (result > limitBeforeMul) {
        if (limitBeforeMul == limitForMaxRadix) {
            limitBeforeMul = limit / uradix
            if (result > limitBeforeMul) {
                return null
            }
        } else {
            return null
        }
    }

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

return result
}

/**
 * Parses the string as an [ULong] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)

/**
 * Parses the string as an [ULong] number and returns the result or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: ULong = ULong.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 51240957603043100uL  //  limit / 36
    var limitBeforeMul = limitForMaxRadix
    val uradix = radix.toULong()
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
                if (result > limitBeforeMul) {
                    return null
                }
            } else {
                return null
            }
        }

        result *= uradix

        val beforeAdding = result
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }

    return result
}
Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / x` in the range from `-PI` to `PI` radians. The returned value is an angle in the range from `-PI` to `PI` radians.

```kotlin
@SinceKotlin("1.2")
public expect fun atan2(y: Double, x: Double): Double
```

Computes the inverse hyperbolic sine of the value `x`. The returned value is `y` such that `sinh(y) == x`.

```kotlin
@SinceKotlin("1.2")
public expect fun asinh(x: Double): Double
```

Computes the arc cosine of the value `x`; the returned value is an angle in the range from `0.0` to `PI` radians.

```kotlin
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double
```

Computes the arc tangent of the value `x`; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.

```kotlin
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double
```

Computes the hyperbolic cosine of the value `x`. The returned value is positive `y` such that `cosh(y) == x`.

```kotlin
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double
```

Computes the hyperbolic tangent of the value `x`. The returned value is `y` such that `tanh(y) == x`.

```kotlin
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double
```

Computes the logarithm of the value `x` to the given base.

```kotlin
@SinceKotlin("1.2")
public expect fun log(x: Double, base: Double): Double
```

Computes the logarithm (base `E`) of the value `x`.

```kotlin
@SinceKotlin("1.2")
public expect fun log(x: Double): Double
```

Computes the natural logarithm (base `E`) of the value `x`.

```kotlin
@SinceKotlin("1.2")
public expect fun ln(x: Double): Double
```

Computes Euler's number `e` raised to the power of the value `x`.

```kotlin
@SinceKotlin("1.2")
public expect fun exp(x: Double): Double
```

Computes `exp(x)`.

```kotlin
@SinceKotlin("1.2")
public expect fun sqrt(x: Double): Double
```

Computes the positive square root of the value `x`.

```kotlin
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double
```

Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)`.
Computes the binary logarithm (base 2) of the value \( x \).\n
```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun log2(x: Double): Double
```

This function can be implemented to produce more precise result for \( x \) near zero.\n
```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun log1p(x: Double): Double
```

Rounds the given value \( x \) to an integer towards positive infinity.\n
```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun ceil(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun floor(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun truncate(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun round(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun abs(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun min(a: Double, b: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun max(a: Double, b: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.pow(x: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.pow(n: Int): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect val Double.absoluteValue: Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect val Double.sign: Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.withSign(sign: Double): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.withSign(sign: Int): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.ulp: Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.nextUp(): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.nextDown(): Double
```

```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun Double.nextTowards(y: Double): Double
```

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*An@SinceKotlin("1.2") public expect fun hypot(x: Float, y: Float): Float;\n\n*An@SinceKotlin("1.2") public expect fun sqrt(x: Float): Float;\n\n/**
 * Computes the positive square root of the value \[x\].\n * \* Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`;\n * - `sqrt(NaN)` is `NaN`\n * - `sqrt(-Inf)` is `0.0`\n * @see [exp] function;\n */\n*An@SinceKotlin("1.2") public expect fun exp(x: Float): Float;\n\n/**
 * Computes Euler’s number `e` raised to the power of the value \[x\].\n * \* Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n * @see [exp] function;\n */\n*An@SinceKotlin("1.2") public expect fun expm1(x: Float): Float;\n\n/**
 * Computes `expm1(x)`\n */\n*An@SinceKotlin("1.2") public expect fun log(x: Float, base: Float): Float;\n\n/**
 * Returns the natural logarithm (base `E`) of the value \[x\].\n * \* Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(1.0)` is `-Inf`\n * - `ln(0.0)` is `-Inf`;\n * @see [ln] function for special cases;\n */\n*An@SinceKotlin("1.2") public expect fun ln1p(x: Float): Float;\n\n/**
 * Returns the absolute value of the given value \[x\].\n * Special cases:\n * - `abs(NaN)` is `NaN`\n * - `abs(b)` is `NaN`\n * @see absoluteValue extension property for \[Float\];\n */\n*An@SinceKotlin("1.2") public expect fun max(a: Float, b: Float): Float;\n\n/**
 * Computes `max(a, b)`\n */\n*An@SinceKotlin("1.2") public expect fun min(a: Float, b: Float): Float;\n\n/**
 * Computes `min(a, b)`\n */\n*An@SinceKotlin("1.2") public expect fun pow(x: Float): Float;\n\n/**
 * Computes `pow(x)`\n */\n
value.\n * Special cases:ln * - `NaN.absoluteValue` is `NaN`
 * Returns the sign of this value:ln * - `-1.0` if the value is negative,ln * - zero if the value is zero,ln * - `1.0` if the value is positive\n * Special cases:ln * - `NaN.sign` is `NaN\n *@SinceKotlin("1.2")\n *public expect val Float.absoluteValue: Float\n *\n *Special cases:\n * - `NaN.*\n *@SinceKotlin("1.2")\n *public expect fun Float.withSign(sign: Float): Float\n *\n * Returns this value with the sign bit same as of the [sign] value:\n * If [sign] is `NaN` the sign of the result is undefined.\n *\n *@SinceKotlin("1.2")\n *public expect fun Float.withSign(sign: Int): Float\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n * Special cases:\n * - `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n
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qBAAO,OAyZH,OAzZG,C;YAAP,uB;WACqB,kBAAB,eAAa,iBAAO,CAAP,IAAb,C;UAAa+b,SBAmZB,OAXZ
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,C;YAAa+b,Y;YACd,MAAO,WAAl,WAAlJ,C;UEAX,qBAAO,M,...;QAkZP,yB:o;KAhBJ,C;iFAmBa,yB;MAIZA,
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YAAe,qBAAO,OAaMZH,OAaZG,C;YAAP,uB;WACqB,kBAAV,eAAa,iBAAO,CAAP,IAAb,C;UAAa+B,sBAkZB,
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1.3178 libpng 1.6.37

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---------------------------------------------------------------------------
pnm2png / png2pnm --- conversion from PBM/PGM/PPM-file to PNG-file

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1.3203 jws 3.2.2

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1.3215 require_optional 1.0.1 1.0.1

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1.3216 mongodb-migrations 1.0.1 1.0.1

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1.3218 regex-not 1.0.2

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jar/org/apache/xerces/impl/dv/xx/DateTimeDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/traversers/XSDUniqueOrKeyTraverser.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/YearMonthDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/MonthDayDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/DayDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/YearDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/TimeDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/DurationDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/MonthDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/AbstractDateTimeDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xx/ASAttributeChecker.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xx/ASNotationDeclaration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xx/ASElementDeclaration.java

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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASModel.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASObjectList.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASObject.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DocumentAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASContentModel.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/NodeEditAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ElementEditAS.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DOMASException.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/DOMASBuilder.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java

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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMImplementationListImpl.java

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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredDocumentTypeImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSException.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLInputElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMLeaf.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLNamespaceBinder.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/FullDVFactory.java
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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLTimerElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/jaxp/validation/DOMValidatorHelper.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/util/XMLChar.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/xx/XSModelImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xml/serialize/Serializer.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/dtd/XMLDTDValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLOptgroupElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/dv/xs/AnySimpleDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/util/ErrorHandlerProxy.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLTableElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/xsi/parser/XMLPullParserConfiguration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/grammars/Grammar.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/html/dom/HTMLHeadingElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/xsi/grammars/Grammar.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/validation/ValidationManager.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/html/dom/HTMLListElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xercesimpl/validation/ValidationManager.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/html/dom/HTMLULListElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/dom/WMLBElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/dom/AttrNSImpl.java
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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/dtd/XML11IDREFDatatypeValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/ValidationContext.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/XXSimpleTypeDefinition.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/dv/util/ByteListImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/XMLSchemaValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/io/UTF8Reader.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/XSSimpleTypeDelegate.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/XSNamedMap.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/WMLTableElement.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/XMLDTDContentModelHandler.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/XSNamespaceList.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/XSNamedMap.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/NotationDeclarationImpl.java
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jar/org/apache/xerces/impl/xx/PSVIErrorList.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/dtd/XML11IDDatatypeValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/validation/DOMResultAugmentor.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/parser/XMLParserConfiguration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/XSNotationDeclaration.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLElement.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/dtd/ENTITYDatatypeValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLPrevElement.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLBrElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLCardElement.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DeferredProcessingInstructionImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xx/XSGrammarBucket.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/SynchronizedSymbolTable.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xml/XMLEntityDescription.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLBodyElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/parser/XMLDTSDataSource.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLSelectElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLButtonElementImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/EntityReferenceImpl.java
* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xx/traversers/XSDGroupTraverser.java
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jar/org/apache/xerces/impl/xx/XSAttributeDecl.java
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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java

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 */

/* Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If so, this content model should not be used
 * for any purpose other than checking unique particle attribution
 * @return a boolean that says whether this content has been compacted for UPA */

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* /opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/models/XSCMValidator.java
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*/

/**
* DOM Level 3 LS CR - Experimental.
* Create a new <code>LSParser</code>. The newly constructed parser may
* then be configured by means of its <code>DOMConfiguration</code>
* object, and used to parse documents by means of its <code>parse</code>
* method.
* @param mode  The <code>mode</code> argument is either
*   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
*   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
*   <code>LSParser</code> that is created will operate in synchronous
*   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
*   <code>LSParser</code> that is created will operate in asynchronous
*   mode.
* @param schemaType  An absolute URI representing the type of the schema
*   language used during the load of a <code>Document</code> using the
*   newly created <code>LSParser</code>. Note that no lexical checking
*   is done on the absolute URI. In order to create a
*   <code>LSParser</code> for any kind of schema types (i.e. the
*   <code>LSParser</code> will be free to use any schema found), use the value
*   <code>null</code>.
* @return  The newly created <code>LSParser</code> object. This
*/

* <p>Note:</p> For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-20010502'>XML Schema Part 1</a>] applications must use the value
* <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
* applications must use the value
* <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
* are outside the scope of the W3C and therefore should recommend an
* absolute URI in order to use this method.
* @return  The newly created <code>LSParser</code> object. This
* `<code>LSParser</code>` is either synchronous or asynchronous depending on the value of the `<code>mode</code>` argument.
* `<p>` Note: By default, the newly created `<code>LSParser</code>` does not contain a `<code>DOMErrorHandler</code>`, i.e. the value of the "a`<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>error-handler</a>`" configuration parameter is `<code>null</code>`. However, implementations may provide a default error handler at creation time. In that case, the initial value of the `<code>error-handler</code>` configuration parameter on the new created `<code>LSParser</code>` contains a reference to the default error handler.
* `@exception DOMException` NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is not supported.*

found in path(s):
* `/opt/cola/permits/1217727294_1635408911.57/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java`

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1.3225 better-assert 1.0.2

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# better-assert

Better c-style assertions using [callsite](https://github.com/visionmedia/callsite) for self-documenting failure messages.

## Installation

$ npm install better-assert

## Example

By default assertions are enabled, however the __NO_ASSERT__ environment variable will deactivate them when truthy.

```js
var assert = require('better-assert');

test();

function test() {
  var user = { name: 'tobi' };
  assert('tobi' == user.name);
  assert('number' == typeof user.age);
}

AssertionError: 'number' == typeof user.age
  at test (/Users/tj/projects/better-assert/example.js:9:3)
  at Object.<anonymous> (/Users/tj/projects/better-assert/example.js:4:1)
  at Module._compile (module.js:449:26)
```
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Found in path(s):
* /opt/cola/permits/1110635455_1607050460.22/0/better-assert-1-0-2-4-tgz/package/Readme.md

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1.3227 bytes 3.0.0 3.0.0

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1.3228 junit-jupiter-engine 5.7.0

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